

June 1983

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animal represents?

Answers, page 76



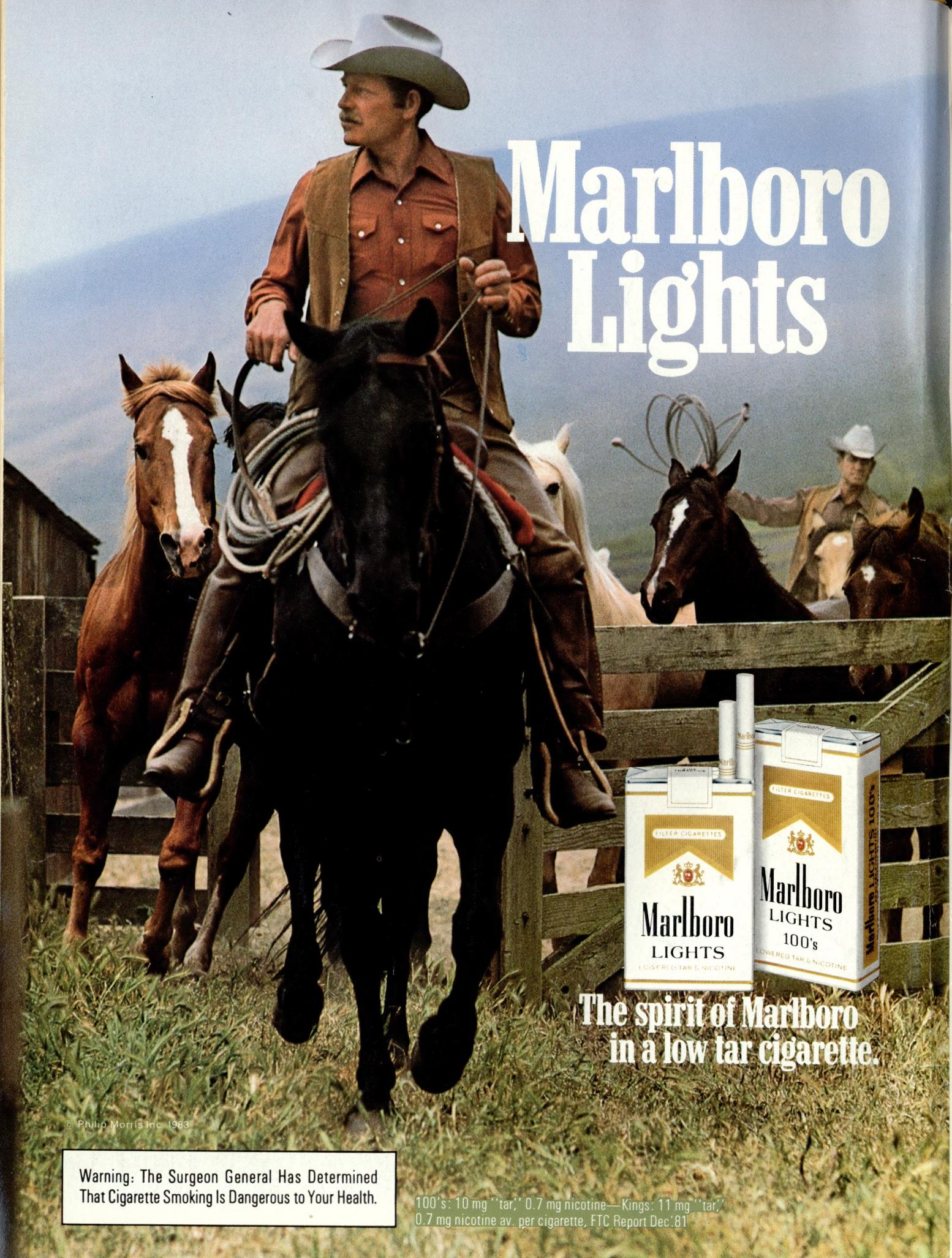
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FEATURES

18 Carnival Gaffs Why Can't You Beat Them at Their Own Games? *Burt Hochberg*

22 All Eyes on Indy Shift Into High Gear for This Speedway Puzzle

24 Chocolatrvia Some Savory Questions About America's Favorite Flavor *Steven Clar*

50 The Enchanted Garden Alice, the Rabbit, and the White Queen Find the Magic Stone *Walter Wick*

53 Talking Back A Behind-the-Scenes Political Quiz

?? Find the Fake Ad Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 75)*

PENCILWISE

29 Word Pyramids	36 Short Circuit: Maze	45 Constellations
30 Cryptologists	42 Summer Days Crisscross	46 Diagramless Crosswords
32 Sherlock Holmes Word Search	43 Cryptic Crossword	48 Link-Letters
34 On Broadway	44 Double-Crostic	... and other pencil puzzles

CONTESTS

15 Star Gazing The Skies the Limit as You Rearrange the Constellations

62 Contest Results Sand Castles, from July/August 1982; Gluttons for Pun-ishment, from February

DEPARTMENTS

4 Your Move	16 Logic	65 Wild Cards
6 Letters	54 Games & Books	70 Answer Drawer
8 Laundry/Events	56 Card Games: Solitaire Cribbage	76 Eureka
12 Gamebits	58 Eyeball Benders	

Difficulty Rating

Smooth Sailing ★

Uphill Climb ★★

Proceed at Your Own Risk! ★★★

Mixed Bag ★★

Cover Illustration Guy Billout



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YOUR MOVE

Edited by Burt Hochberg

Shopping Maul ★★

If a certain popular singer decided to open a bookshop, she might call it Patti's Pages. Or if a certain actress opened an automobile dealership, it might be Deborah's Kerrs. What well-known actors or entertainers, past or present, could be the proprietors of the following stores and services?

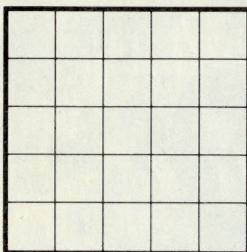
1. Music store: Lena's _____
2. Marina: Roger's _____
3. Clothing alterations: Elizabeth's _____
4. Construction equipment: Bo's _____
5. Fruit stand: Jack's _____ and Ken's _____
6. Bank: Johnny's _____
7. Pet shop: Walter's _____
8. Travel agency: Billie's _____
9. Slacks: Timothy's _____
10. Golf equipment: Jeremy's _____
11. Machine shop: Tuesday's _____
12. Securities: Ward's _____
13. Jewelry: Neil's _____ and Minnie's _____
14. Notions: Red's _____
15. Golf club: Lorne's _____

Jeffrey Kofsky
Brooklyn, NY

Answer Drawer, page 70

A Puzzle With Merit ★★

Using only the five letters in the word MERIT, place one letter in each of the 25 squares of the grid below so that (a) no two squares in any horizontal, vertical, or diagonal line contain the same letter; (b) three other five-letter English words are spelled across, down, or diagonally; and (c) the bottom square in the fourth column from the left does not contain an M.



Ronald R. Ruegg
Baton Rouge, LA
Answer Drawer page 70

Your Move is an occasional column of comments and original puzzles by readers. We pay \$15 and up for each item published. Manuscripts may be edited for clarity, and none can be returned unless accompanied by a stamped, self-addressed envelope.

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For the winners of our "Wrong Is Right" laddergram challenge (from February), see page 63.

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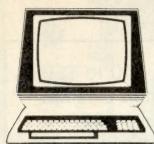


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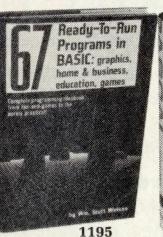
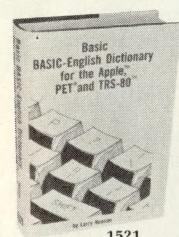
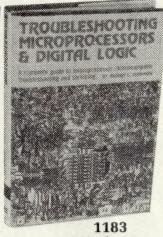
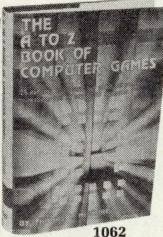
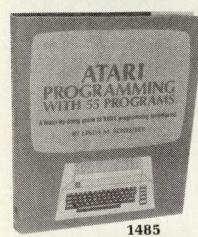
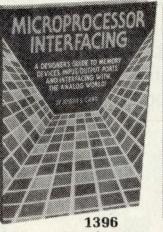
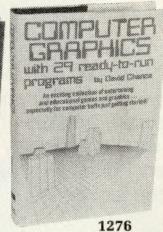
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More Mime

The other day in my sign language course at Tufts University, our professor handed out cartoons of people miming things and asked us to guess what they were doing. I knew I recognized the puzzle—I had just solved it in my March issue of GAMES ("Mime's the Word," page 36)!

The purpose of the exercise was to show that body language and facial expressions are an important part of communicating without words.

Patti Murakami
Somerville, MA

How simple can you get? One look at "Mime's the Word" and I knew exactly what action each mime was acting out! If you had wanted to make the puzzle at all challenging, you should have made the answers more complex. For example, I've doctored #6, below—the man you said was simply painting a canvas—to show you what I thought he was doing.



L. Heacock
Limaville, OH

The Golden Mean

In "How to Be a Math Genius" (January, page 48), you refer to the series of numbers 4, 13, 17, 30 . . . as a Fibonacci series, in which the last two terms are added to give the next term. (Technically, only the series starting 1, 1, 2, 3, 5 . . . is a Fibonacci series; others are additive series.) One feature of such a series is that the further it is continued, the closer the terms approach the Golden Mean (or Golden Ratio), which is common in nature—most dramatically in the growth pattern of the chambered nautilus—and in art and architecture. The value of the Golden Mean is 1.61803399. Taking the last two terms of your series (325 and 526) and dividing the smaller into the larger gives 1.6184615. If we continue that series to 25 terms, we get 443,385 and 717,412, and the result of the division is 1.61803399, which is right on the button.

John McArthur
Lakeland, FL

Double Whammy

In "Looking Out for No. 2" (Wild Cards, March, page 63) you say that Button Gwinnett was the second person to sign the Declaration of Independence. Not true. Josiah Bartlett was the second. Button Gwinnett was the 40th person to sign.

Jon D. Robold
Fort Myers, FL

According to the Library of Congress, we're both wrong. The second signer was Charles Thompson, Secretary of Congress.—Ed.

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: April

★ In "On the Road" (Your Move, page 4), you said that the motto on Oregon license plates is "Beaver State." Currently, Oregon has no motto on its license plates, but when it did in the past, the motto was "Pacific Wonderland." The state nickname is, however, "The Beaver State."

Linda B. Davis
Portland, OR

★ In "Coast to Coast" (Wild Cards, page 64), you said *The Wizard of Oz* was first a movie and was then made into a Broadway musical (*The Wiz*). In fact, *The Wizard of Oz* was a Broadway musical first, in 1903, when it enjoyed a run of more than 200 performances.

Mike Rockwell
Grosse Pointe Woods, MI

March

★ In "Color Me Confused" (page 22), you've colored the Lone Ranger's horse tan and in the Answer Drawer say that it should be silver. But although the horse is named Silver, its color is white.

Sean Divine
St. Joseph, MO

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Adventure Gaming Genghis Con V, a weekend of board and fantasy role-playing games, miniatures, and computer competition, will be held June 17-19 at the University of Denver. The fee is \$10 before June 17 or \$12 at the door, plus \$1 per tournament played. Low-cost on-campus housing is available. Contact: Denver Gamers Association, Box 2945, Littleton, CO 80161, or call (303) 798-1404.

• **EastCon** If you can't make it to Denver, EastCon offers a similar potpourri of games (including video) and science fiction events, June 24-26 at Glassboro State College, New Jersey. The \$12 fee is due by May 28; and campus housing is available. Contact: EastCon, Box 139, Middletown, NJ 07748, or call (301) 474-8192.

Backgammon George Plimpton will host the Seventh Annual World Backgammon Championship at the Sands Hotel in Las Vegas June 26-July 1. More than 1,000 players are expected to compete for \$500,000 in prizes, including \$100,000 top prize in the amateur division, \$35,000 in the World Open, and \$20,000 in the begin-

ner division. Fees range from \$60 to \$500. Contact: American Backgammon Championship, 575 Madison Ave., Suite 1006, New York, NY 10022, or call (212) 605-0222.

Ballooning Enlightened individuals will rise above a crowd of 40,000 at the Great Wisconsin Dells Balloon Rally, June 4-5. More than 100 pilots, commercial fliers, and hobbyists will fly for fun and competition in three major events—mass ascension, landing on a projected site, and dropping beanbags on target. Points scored may be applied toward the National Championship, July 29-August 6 at Indianola, Iowa. Contact: John Dixon, Box 27, Wisconsin Dells, WI 53965.

Chess Players in the Russian Gambit will spend June 5-19 touring Moscow, Tbilisi, Riga, and Leningrad with chess columnist Shelby Lyman as director. The group will see famous chess clubs and play Soviet opponents. The fee is \$1,995. Contact: Margaret Betz, Citizen Exchange Council, 18 E. 41st St., New York, NY 10017, or call (212) 889-7960.

Computer Workshops Children aged 10-16 can combine computer skills with regular camp activities this summer at Atari Computer Camps in Asheville, NC; Sarnia, Ontario, Canada; Danville, CA; and San Diego, CA. Sessions from June 25-July 8 offer 4 1/2 hours of computer work per day plus tennis, swimming, aerobics, and other outdoor sports. Beginning, intermediate, and advanced computer enthusiasts are welcome. Contact: Atari Computer Camps, 40 E. 34th St., New York, NY 10016, or call (800) 847-4180, or, in New York, call (212) 889-5200.

• **The Free Computer Program** for the Mathematically Gifted at the University of Oklahoma invites high school students who have completed a math course beyond basic algebra to enroll for classes and competition June 27-July 8. Adult chaperones may participate. Contact: Dr. Richard Andree, University of Oklahoma Math Dept., 601 Elm, Norman, OK 73019.

Contests Gloria Rosenthal, one of the country's leading experts on the art of contests, will conduct a "how-to-win" weekend June 24-26 at the Williams Lake Hotel, Rosendale, New York. Guests will compete in their own contest. The prize: another weekend at the hotel. Contact: Williams Lake Hotel, (914) 658-3101 or (212) 427-1211.

Marbles Sixty champions from 15 states are expected to knuckle down at the 60th Annual Marble Tournament, in Wildwood, New Jersey, June 20-23. First prize winners in the Girls' and the Boys' Division each receive a \$500 scholarship. Players may not be over 14 years old, and are generally sponsored by a local group. Contact: Eugene Mason, Box 1702, Cumberland, MD 21502, or call (301) 722-2000.

Photo Contest Photo-synthesizers focus on plants in the Fourth Annual Horticulture Photo contest sponsored by Horticulture Magazine. First prize is \$1,000 plus publication in the November issue. Entries must be submitted by July 15. Contact: Horticulture Photo Contest, 300 Massachusetts Ave., Boston, MA 02115.

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HOME COMPUTER

GAMEBITS

Edited by Curtis Slepian

Flip Service

Pinball has come a long way from the days when machines gave two plays for a quarter and scoring was recorded in the thousands, not millions. Unfortunately, not too many game players have noticed. With video the center of attention, pinball machines are condescendingly viewed as ancient relics. But the reports of pinball's demise have been greatly exaggerated. In fact, the last few years have seen some of the most significant innovations in pinball's entire evolution.

The face of pinball changed forever in the mid 1970s, when solid state machines replaced electromechanical ones. But it wasn't until the introduction of Williams's Black Knight in 1980 that, for the first time, the gimmicky new electronic technology was integrated into a well-designed pinball game. And when it came to gimmicks, Black Knight threw in the kitchen sink. Not only did it possess helpful electronic sounds and extra sets of flippers, allow you to play several balls simultaneously, and, at the touch of a button, activate magnets that kept balls from draining, but the game also incorporated a second, upper-level playfield, a pinball first.

If flipper aces were having trouble enough adjusting to this new level of play, a year later Gottlieb made life even more challenging with Black Hole, which tucked a second playfield beneath the main board. They soon topped this feat with a three-tier marvel called Haunted House.

However, interesting as they were, these models didn't turn pinball's fortunes around, so in 1982, the industry radically modified the standard pinball

machine. In Williams's new Hyperball and Bally's Rapid Fire, for example, players shoot a constant rapid-fire stream of balls at different areas of the playing field.

Stern took a different approach with Orbit 1, a pinball machine featuring a molded playfield contoured to resemble the lunar surface; it made precision play virtually impossible. Other machines added a host of innovations, including buttons to control the sequence of light changes on the playfield, targets placed in front of targets, and more chances for extended play.

Meanwhile, Gottlieb became the first to go directly after the video crowd by combining video and pinball in one cabinet, in a game called Caveman. Shortly afterward, Bally unveiled Baby Pac-Man, which went further in integrating the two types of games—here the pinball shots affect the video play.

The pin/vid hybrid seems to be the wave of the future, along with dramatic changes in the size and shape of the cabinets: Miniature and upright models already exist. And even holographic flipper games are on the horizon.

But the question remains, is newer better? Certainly, today's games are less repetitious than their ancestors—players are rewarded during games with ever-increasing point values, just like video

players when they clear the boards in Pac-Man. And the new playfield designs create some ingenious shots. Indeed, purists concede that, except for lack of vibrations in the cabinet (a sensual pleasure), the difference in play is negligible. But they also complain that the random elements in new games, like multi-ball play, don't reward skill. More important, they believe new games are designed for the average player—shots are easier to make, with almost no

hard, crucial shots included to reward the highly skilled player. But purists don't grumble too loudly. After all, it's better to have pinball in any form than see it go tilt for good.

—Roger C. Sharpe

Thumbs Up



PHOTOGRAPH BY KIMBERLY BUTLER

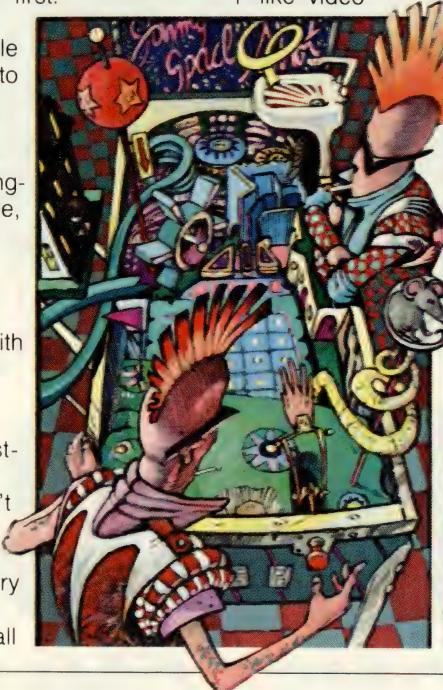
The Twidd comes in handy for executives.

The time-honored art of twiddling thumbs has just gone high-tech with the Twidd, the "world's first thumb-twiddling device." Invented by Horace Knowles, a speechwriter for the Department of Commerce, the Twidd is a disk made of rock maple with off-center thumb holes drilled part way through it. This miracle product allows the thumbs to twiddle with unmatched speed, and prevents that old bureaucrat's bugaboo, thumb-bumping.

The idea for the Twidd, says Knowles, came to him in a "flash of genius. My thumbs spoke to me one day—something more was intended for twiddling. In a few minutes I had a vision of millions of people twiddling." Thus inspired, Knowles didn't sit around doing you-know-what, but quickly patented his creation.

If you're an inveterate thumb-twiddler, send \$6.50 to Twidd Manufacturing Co., P.O. Box 6100, Washington, DC 20044. In addition to your very own Twidd, you'll receive a copy of the *Thumb-Twiddling Times*, which delivers such Twidd-news as the fact that Nero twiddled, not fiddled, the possible effects of zero gravity on twiddling, and the efforts to convert thumb-twiddling into a clean source of energy.

—C.S.





Reach Out and Ask Someone

"If a male lawyer is an Esquire, what's a female lawyer called?" asks the voice on the phone. "Esquire," answers the expert at the other end. "The law is neuter." Such are the syntactical subtleties one can learn by simply dialing (212) R-E-W-R-I-T-E, the Grammar Hotline.

A public service offered by York College in Queens, New York, REWRITE began as an idea for a newspaper column—a sort of "Dear Abby" for troubled writers. What developed instead was a radio program that answered callers' grammar and usage questions on the air. Last fall, REWRITE's staff of volunteer English pro-

fessors began to answer the questions over the phone, from Monday through Friday, 1 to 4 P.M. During those hours, they receive calls at the rate of one every 40 seconds.

Who are the people who call REWRITE, needing to know, for instance, how to divide the word English, when to use "which" and "that," and how to spell out Mrs. (answer: you don't)?

Business and professional people, mostly, facing knotty usage problems in their work. One such was the Pennsylvania state governmental agency that placed

a conference call from their boardroom to clarify the wording of some official guidelines.

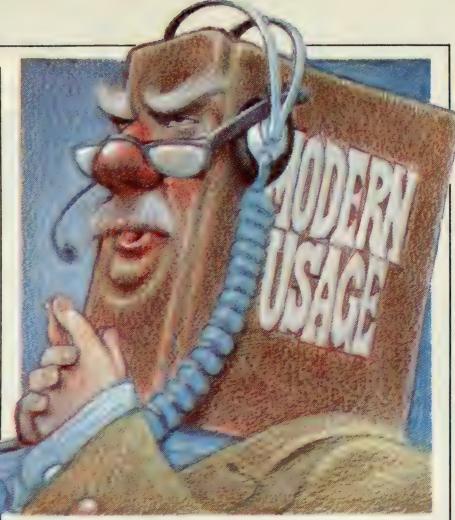
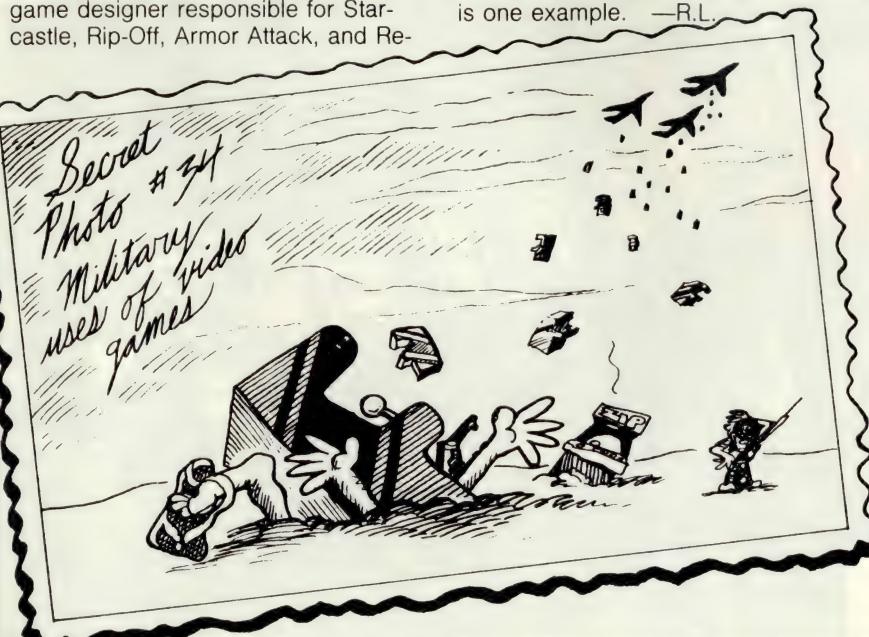
But there are also calls from students, writers, word-game players, and people wanting to settle a dispute. ("I've been trying to beat William Buckley for years—he says 'if I was' and I say 'if I were,'" cried one caller. "You're right," pronounced the expert.)

For some reason, the intricacies of hyphenation are a hot topic for questioners, as is word origin. At the request of one woman, REWRITE spent 10 days researching the roots of the phrase "going to hell in a handbasket." When they finally told her the answer, she paused. "By the way," she asked, "what's the origin of 'so long'?" —S.C.

Video Jock Yocks

What does a video game insider see when he peers out from behind his blip-filled screen? Timothy Skelly, the game designer responsible for Starcastle, Rip-Off, Armor Attack, and Re-

actor, is also a cartoonist with an eye for the crazed side of the craze. His collection of video game gags—*Shoot the Robot, Then Shoot Mom* (Contemporary Books, Chicago, \$4.95)—should provide some late-night laughs after the arcades have closed. Below is one example. —R.L.



Over Byte

Every year in New York, the American Toy Fair exhibits the industry's hottest new toys and games for members of the trade and the press. This year, it also turned up a tongue-in-cheek mini-exam on basic electronics, courtesy of Entex, makers of Adventure Vision and other games. If you have difficulty with any of these questions, forget about a career in computer programming.

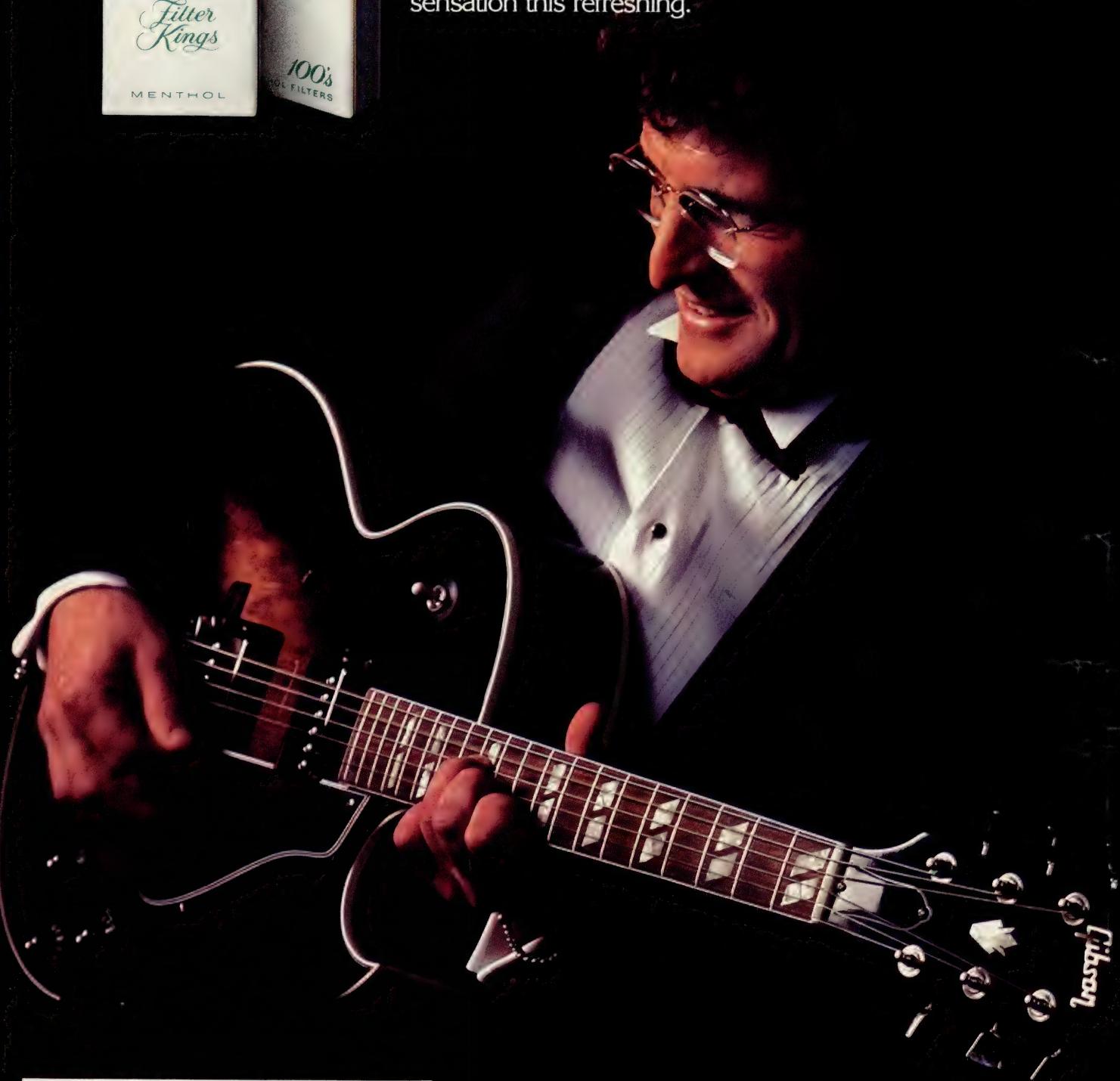
1. A large scale integrated circuit (L.S.I.) is:
 - a global jazz tour
 - b) The school bus route in Boston
 - c) Several large circuit boards shrunk down to a pinhead
2. A microprocessor is:
 - a Pygmy writ server
 - b) A small computer stored inside an L.S.I.
3. A semiconductor is:
 - a one-armed band leader
 - b) A part-time railroad employee
 - c) A piece of material part-way between a resistor (ceramic) and a conductor (copper)
4. A chip is:
 - a What Limeys eat with fish
 - b) Vegas wampum
 - c) A tiny piece of semiconductor material that has one or more semiconductors formed on its surface
5. A RAM is:
 - a member of an Anaheim football team
 - b) A hotel suite in Boston
 - c) Random Access Memory
6. A ROM is:
 - a member of an Anaheim football team of British origin
 - b) The Pope's turf
 - c) Read Only Memory

—Saul T. Prince

There's only one way to play it...



Wherever the music
is hot, the taste is Kool.
Because there's only one
sensation this refreshing.



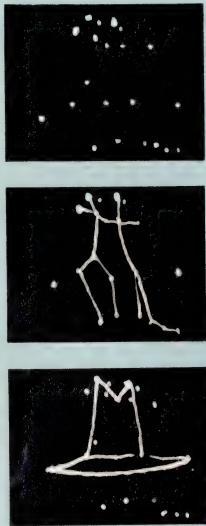
Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

Kings, 16 mg. "tar", 1.1 mg. nicotine; Longs, 14 mg. "tar",
1.0 mg. nicotine av. per cigarette, FTC Report Dec. '81.

© 1982 B&W T Co.

GAMES CONTEST *

It's all Greek to us. A long time ago, somebody looked up at the stars, grouped them into constellations, named them after people, animals, and things we don't know much about, and we've been stuck ever since. Who, or what, was *Camelopardalis*? Doesn't *Bootes* play bass for Parliament? Isn't *Venatici* a kind of pasta? Given the following cluster of stars, called Gemini, do you honestly see a set of twins? When we look at this group of stars, below, we think "Cowboy Hat." See what we mean?



YOUR JOB IS TO GO WHERE SOMEBODY HAS GONE BEFORE
AND REINTERPRET THE SKY SO IT MAKES SENSE TO MODERN MAN.

Entering At center, left, is the classic approach to the constellations. Below it is a star chart of the May sky as seen on a clear night in the Northern Hemisphere. Clip, copy, or trace the chart; then connect one or more groups of stars into new constellations—or rename the old ones. If you trace the chart, include its outline so we can locate your constellations.

Entries will be judged for cleverness and originality; and your new constellations must be easily recognizable from the star clusters.

Decisions of the judges is final, and no entries will be returned.

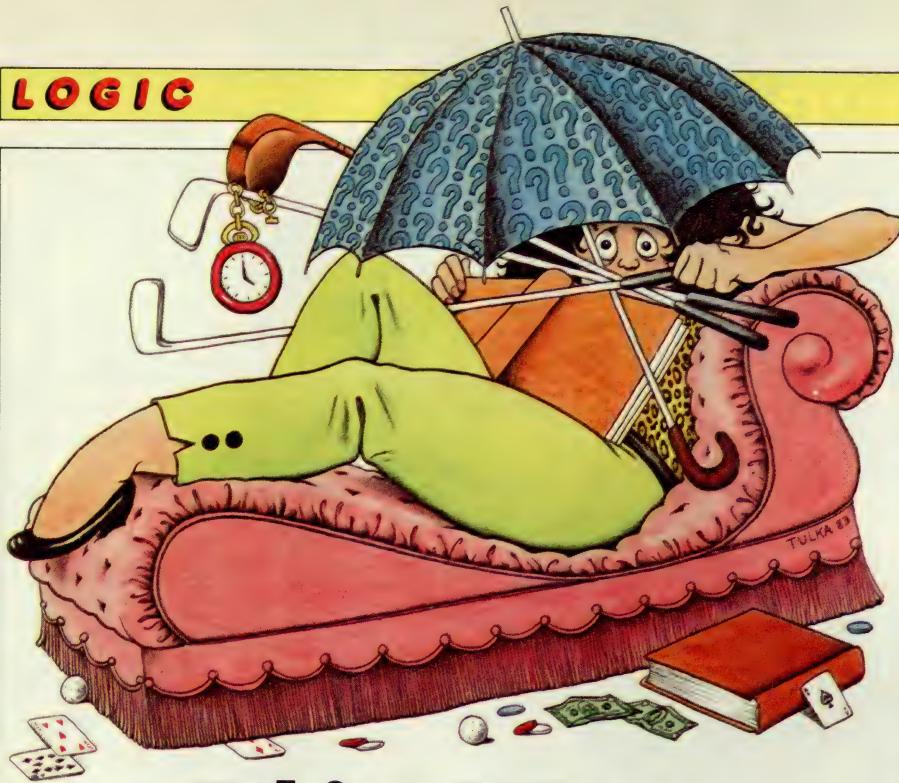
Who knows? Maybe this will catch on. Next time somebody asks you your sign you can say "Stetson" before they can say "I knew it." —J.A.

Send entries to:
Star-Gazing, GAMES,
515 Madison Ave.,
NY, NY 10022.
Entries must be
received by
July 1, 1983.

The May Sky

Grand Prize
A Neon Star
5 Runner-up Prizes
A GAMES T-shirt

LOGIC



Taking It Easy

A Hole in One

by J. F. Peirce

7. Dr. Feelgood had given up on Dunsmore because they kept raising their green fees.
8. Dr. Denton never played Conway.
9. Dr. Feelgood was avoiding the course where the narcotics squad was cutting the "grass."

His nurse thought awhile and then called the "19th hole" of one of the clubs, where Dr. Feelgood was just completing his "second round." Which club was it? And who was he playing with?

The Boys in the Back Room

by H. R. Hallock

In the back room of a little saloon on the Vegas strip, five men sit huddled around a green-topped table. The game is poker, and the stakes are high. When the cigar smoke clears, can you tell each player's full name, home state, and how much he won or lost?

1. The Texan, who won the most, is not named Barnes.
2. The New Yorker, although a loser, did not lose the most.
3. Dave is not from New Jersey, and Bill is not from Nevada.
4. Mr. Byrne lost \$4,000 and Jeff won \$1,000.
5. Bud, who is neither Mr. Barnes nor Mr. Thomas, won \$1,000 less than Phil.
6. The man from New Jersey was the biggest loser.
7. Phil won \$3,000, which made him

better off by \$5,000 than Mr. Embry, who wound up a loser.

8. The Californian won the third highest amount.
9. Mr. Elliott organized the game.

A Slow Day at the Library

by J. Mark Thompson



Midvale is a small community, and its library is rarely crowded. One rainy weekday afternoon, only five people made use of it—a crossing guard, a lawyer, a plumber, a student, and a teacher, whose names were Fran, Jane, Maureen, Nora, and Rose, though not necessarily in that order. Not counting the librarian, there were never more than two people in the library at the same time that afternoon.

Each of the five arrived very nearly on the hour—around noon, 1 P.M., 2 P.M., 3 P.M., and 4 P.M.—and each left immediately after checking out a book. The books they chose were *Arrowsmith*, *Buddenbrooks*, *The Castle*, *Dubliners*, and *Erewhon*. From the information below, can you deduce the name and profession of each woman, the time of her arrival, and the book she chose?

1. Fran and Rose had planned to meet at the library, but the rain delayed Fran, and Rose couldn't wait, so they missed each other.
2. Nora stayed only long enough to shake out her umbrella and pick up the book she wanted. She saw an acquaintance there checking out *Erewhon*, but didn't have time to say hello.
3. Jane returned the library's only copy of *Arrowsmith* as she came in. Later, she spoke with the lawyer as the latter entered.
4. The student and the crossing guard met in the library, both looking for a copy of *Buddenbrooks*. There was only one copy, and Fran checked it out after the other had decided to check out a different book.
5. Maureen arrived too late to pick up *Dubliners*; the woman who arrived just before her had already checked it out.
6. Rose referred her friend, the plumber, to *The Castle* when they met at the library. The plumber thanked her and checked a copy out.
7. The student and the lawyer met by chance at a cafe later in the day, and discussed *Arrowsmith*, which one of them was still carrying.

Answer Drawer, page 70

GIVE YOUR SCREWDRIVER A NEW TWIST.

Make your next screwdriver with Seagram's Gin instead of vodka. You'll find the smooth and refreshing taste of Seagram's Gin a turn for the better. And please keep in mind, the Seagram's Gin Screwdriver is always made with a twist of moderation.



Seagram's Gin. Letter perfect every way.

CARNIVAL

 W. C. Fields isn't the only person to believe that you should never give a sucker an even break. Swindlers are always more than happy to overcharge, short-change, or commit countless other varieties of petty chicanery against unwary victims. We sometimes make it easy for

them by not paying attention, but to cheat us when we're alert—to make us think they're playing fair while they've got their hands in our pocket—takes ingenuity, science, psychology. And to make us think we're having a wonderful time while we're being had—that takes genius. That takes a carny.

Carnies are carnival people. Most of them aren't interested in cheating anybody. But a few cheat, and they're good at it.

For instance, a carny will bet you that you can't throw a simple rubber ball into an ordinary bushel basket so that it stays in—and he'll win every time. *He* can throw it in so it stays. *You* can't. Now, you can see that the basket has a convex bottom made of springy wood—that bounces the ball back out. Why doesn't it bounce out when the carny throws it in? Because he throws it

One of the most popular attractions of the old-time midways was the Six-Ball Roll-Down. Marks liked it because it was apparently based on the law of averages and thus seemed eminently fair. Grifters liked it because it was actually based on the law of do-unto-others-for-as-much-as-you-can-get, and thus was eminently unfair. The idea was to roll six balls simultaneously down a tilted or vertical board and into six of 36 randomly numbered slots at the bottom. If the six numbers totaled any of the figures listed on the signs posted in the joint, the player won either a valuable prize or slum. Any other totals lost. The player, of course, never won anything but slum.

The old roll-down games, which appeared in many forms and begot many descendants (including, eventually, the modern pinball machine), were basically swindles. The operator cheated the mark by quickly mis-

GAFFS

WHY CAN'T YOU BEAT THEM AT THEIR OWN GAME?

• BY BURT HOCHBERG •



from an angle so that it first hits the inside wall of the basket, breaking the ball's momentum. But with the basket tilted toward the front of the booth, where you're standing, you must throw the ball in directly from the front and so cannot hit the inside wall.

The tilted basket is the

secret gaff. (For an explanation of gaff, and the other carnival jargon used in this article, see the box on page 20.) You may sense that you're being hustled, that the game has a gaff, even though you can't see it or prove it. But that only makes the challenge more alluring: You don't want to beat just the game, you want to beat the gaff. So you keep trying—spinning the ball, lobbing it, throwing it harder or more gently. But whatever you do, you can't beat it.

Until now. We're going to give you another chance. On these pages are some of the rigged carny games that have been tricking people out of their money for generations, if not centuries. We'll describe the games and how they're played. You try to explain how they're gaffed. When you think you've got it, compare your method with the ones in the Answer Drawer, page 73.

THREE-MARBLE TIVOLI

calculating the total (if it would have won), immediately removing the balls from the slots to give the mark no time for argument, and then fast-talking him into another game—a free try, if he started to grouse. But in a few of its

variations, the roll-down acquired a pure gaff that retained the apparent fairness of the game yet made it not only physically impossible for the mark to win, but also required no special skill for the operator to demonstrate



that the game could be won. One such variation is Three-Marble Tivoli.

The game is played on a tilted board studded with nails. At the top is a small compartment, into which the operator places three marbles. When he pulls a string or lever, the three marbles are released and make their bumpy way down the board, settling eventually in three of the 14 slots arranged in a row at the bottom and numbered as follows:

64825317358462

The player bets either "even" or "odd" before the marbles are placed in the starting compartments. If he bets "even," he wins when the three marbles fall into slots whose numbers add up to an even total. If he bets "odd," he wins when the total is odd. Look closely at the Tivoli board pictured at left. Can you figure out why the mark always loses (unless the operator is fairbanking him), whichever way he bets?

Nowadays this game is usually operated fairly, but not long ago it was one of the commonest two-way joints on the lot. The gaffed version may still be found occasionally at small local fairs.

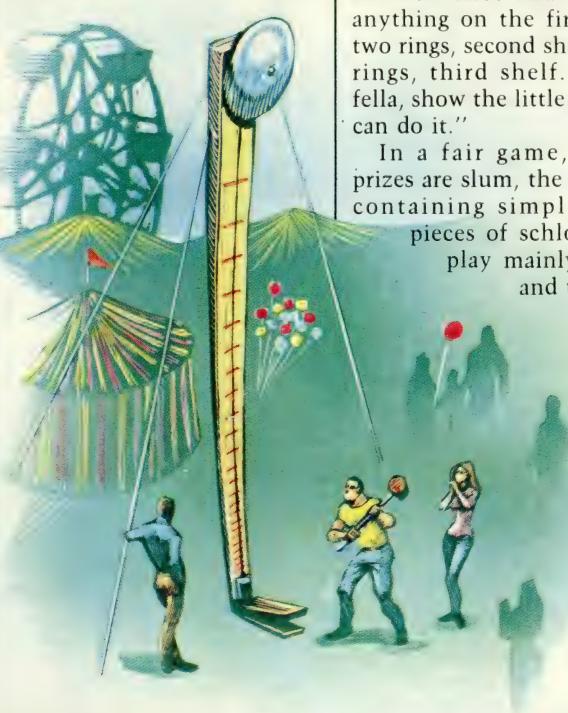
The idea is to strike one end of a springboard with a heavy mallet so that a metal weight on the other end will be driven up a wire track with enough force to ring a bell at the top. The track runs up along a 30-foot wooden mast, which is steadied by two or more guy wires leading from the top of the mast to pegs driven into the ground. Painted on the mast is a graduated series of mild epithets designed to awaken the male ego: Lambkin, Creampuff, Pantywaist, Girl Scout, Boy Scout, etc., all the way up to Supermacho. The game is obviously a test of brute strength, one that the average Bluto finds irresistible, especially when Olive Oyl is watching.

In places where games of chance are prohibited by law, midways often feature games of "science and skill" and post signs reading "Not a Game of Chance." That certainly applies to Spot the Spot—you don't have a chance.

The object is to completely cover a large red spot with five disks by dropping them one at a time from a height of six inches. The spot, usually painted on an oilcloth, is just under five inches in diameter, the disks exactly three inches. It sounds simple, and it looks simple when the operator does it. Not so.

If you construct a working model of a Spot the Spot game, using stiff cardboard and making sure that the spot and disks are perfect circles, you will discover that the disks can be arranged to cover the spot completely—but just barely. Spotting the spot by dropping the disks from half a foot in the air is quite another matter. John Scarne, the author of *Scarne's Complete Guide to Gambling*, has calculated through experimentation that even a reasonably skilled

HIGH STRIKER



"Three swings for a dollar!" hollers the carny. "Ring the bell once and you win anything on the first shelf; two rings, second shelf; three rings, third shelf. C'mon, fella, show the little lady you can do it."

In a fair game, all the prizes are slum, the top shelf containing simply larger pieces of schlock. You play mainly for fun, and the oper-

ator is satisfied with a small but honest profit. However, when you see really valuable prizes being offered, such as TV sets or other small appliances, you can be sure they're just bait and will never leave the shelf—the game is gaffed.

Bluto lifts the mallet, hefts it to display his musculature, and then with an enormous effort smashes it down on the center of the springboard, sending the weight to the top with such force that it almost knocks the bell off the mast. He winks at Olive, spits on his hands, and with another mighty swing, smites the springboard and rings the bell for a second time. But on his third attempt the weight goes no higher than Boy Scout. And as sure as Barnum said there's a sucker born every minute, Bluto reaches into his jeans for another buck.

Study the illustration at left and see if you can spot the gimmick.

SPOT THE SPOT

player will drop one disk from that height with the required accuracy only once in three tries. Thus the possibility of five perfect drops works out to 1 in 243.

An honest game will use a slightly smaller spot (or larger disks) to make it a little easier to win—and to demonstrate. Even at that, it will need an extremely skillful operator who has trained himself to be a master of this game. While an untrained amateur may be able to spot the spot occasionally—

through luck—the practiced operator can do it almost every time. If he misses once in a while, that's OK, because that's what confirms that the game is indeed a test of skill.

But imagine that you're a grifter looking for an easy alibi store. You want to operate a Spot the Spot joint in which the mark will never win and yet will keep trying because he always thinks he can do it next time. And you have to be able to spot the spot yourself, to prove it can be done.

One common method is to develop a fast patter and deceptive hand motions, and to cheat by dropping the disks from only an inch or so above the spot. But even with that edge it will take many hours of tedious practice before you can do it right most of the time. You don't want to do all that work, or maybe you don't have talented hands. Can you think of a foolproof gaff or two that will be good enough to convince a suspicious mark (or county sheriff) that you're running a fair game of skill?



A LEXICON OF CON

An outsider listening to carnival folk having a conversation is no more likely to understand them than if they were speaking in an ancient Abyssinian dialect. Which is just the point: Carny talk, like any jargon, is a means of protecting the group from unwanted outsiders, who can be identified by their unfamiliarity with the lingo. Here are some carnival terms to put you in the know.

Alibi store An apparent game of skill that is virtually unwinnable because, to begin with, the odds are heavily stacked against the player, and also because a skillful operator, by cheating, can reduce the player's chances to zero. The term alibi refers not only to the "reasoning" the operator provides to explain the sucker's losses so he'll stay in the game, but also, should the operator's cheating be suspected, to his own ever-ready spiel "proving" that the game is strictly on the level (see Flat).

Con A confidence swindle. In carnivals, a cheat based on fast talking, miscounting, or sleight of hand.

Fairbank To cheat in favor of the mark as a way of encouraging him to keep playing or to make bigger bets.

Flat In the old days, carnivals featured wheels of fortune that lay flat on the counter instead of upright. A booth that used such a wheel was a flat joint; its operator was a flatty. The operator spun not the wheel but a pointer set on a spindle in the wheel's center. The pointer could either be spun "on the level" or set off balance by the operator's leaning against the counter (old-timers still call this kind of store a belly joint). Sometimes the operator used a concealed brake or other device, but such contrivances were too easily detectable and fell out of favor.

Gaff Also called G or gimmick, a gaff is a hidden device or con that makes a game impossible to win.

Grifter The operator of a G-joint. Although most carnies play fair (given that the games are designed to earn them a profit, like casino gambling games), the business tends to attract less ethical types, much to the dismay of carnival associations and managers. Grifters are in the same class as pickpockets and three-card monte dealers.

Joint Any carnival game (as opposed to rides), either honest or gaffed. Also called a store. A "two-way joint" is one that can be worked either with or without a gaff at the option of the operator.

Mark One of the many terms for the target of a dishonest game. Other names are mooth, chump, and sucker.

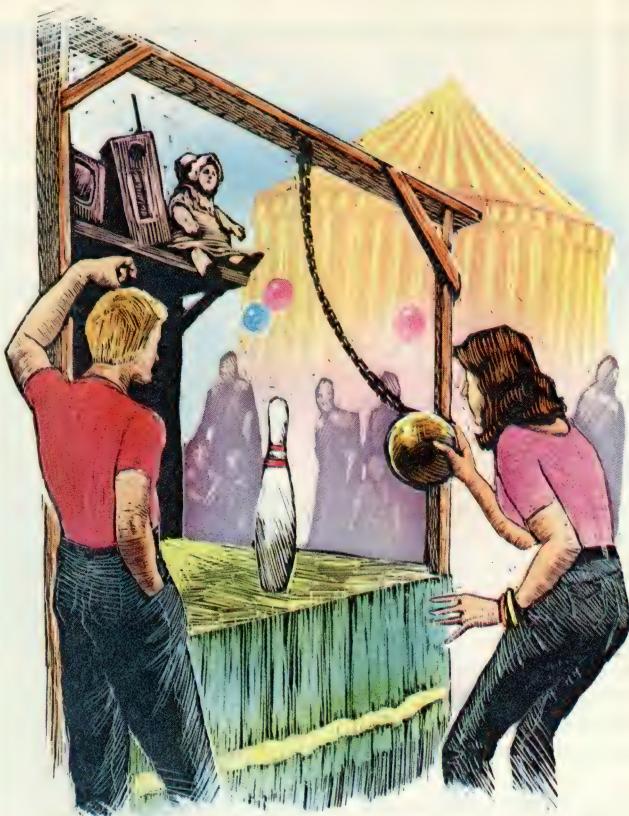
Percentage game A game that many people can play simultaneously, such as a wheel of fortune. The P.C. game (also known as a P.C. joint or store) is so called because the operator's profit works out to be a steady percentage of the money wagered; the actual P.C. depends on the type of wheel used and the odds offered (and, in gaffed games, on the grifter's skill in fairbanking marks).

Racket The carnival business, as carnies call it among themselves. Someone in the racket is "with it."

Shill A confederate of the grifter, the shill, sometimes called a stick, pretends to be a mark and is allowed to win as a means of luring real marks into the joint. His winnings are returned to inventory after the carnival closes for the night.

Slum Cheap merchandise given as prizes, such as plastic toys, novelty pens that don't write, or cigarette lighters that don't work—the kind of stuff you usually throw away as soon as you get home.

Store Any carnival game; also called a joint.



THE SWINGER

A standard bowling pin is set up in the center of the counter. Suspended from a frame above it, a heavy ball hangs by a chain and leans against the pin. The sign behind the counter reads "Ball Must Pass Pin on the Right and Knock It Down Coming Back on the Left. A Game of Science and Skill!" On the shelves in the store is an assortment of plush animals, each the size of a healthy 10-year-old.

The grifter stands idly "practicing" the game. He pulls the ball toward himself, takes careful aim, and gives the ball a little push. It misses the pin by a breath on the outswing and knocks it clean over on the way back. He resets the pin, placing it so that a hole drilled in its bottom fits a small peg protruding from the counter. He knocks it over again. And again. Looks easy.

He notices your interest and offers to let you try it for free. You take aim, release the ball, and watch it miss the pin going out and knock it over coming back. Hey, it is easy!

"See?" encourages the

grifter. "You can do it! A quarter a play. Knock it over just one time and you can have anything on the shelf."

He sets up the pin again, you put down your quarter, aim and release the ball, and watch it miss the pin in both directions.

"Too bad," the grifter commiserates. "Missed by a hair. But you know you can do it—here, have another free try. Careful now."

This time you're successful. It's just a matter of aiming the ball accurately, you think, and pushing it with just the right force. You put down another quarter, grab the ball—and miss.

And again. No matter how often you try, how carefully you aim, how cleverly you "english" the ball and figure the angles, you will never knock the pin over as long as you're paying for the privilege of trying. The adorable plush animals stay on the shelf while your money moves inexorably from your pocket to the grifter's.

The game is not a test of skill at all, but a two-way joint, a gaff pure and simple. Can you see how it's done?

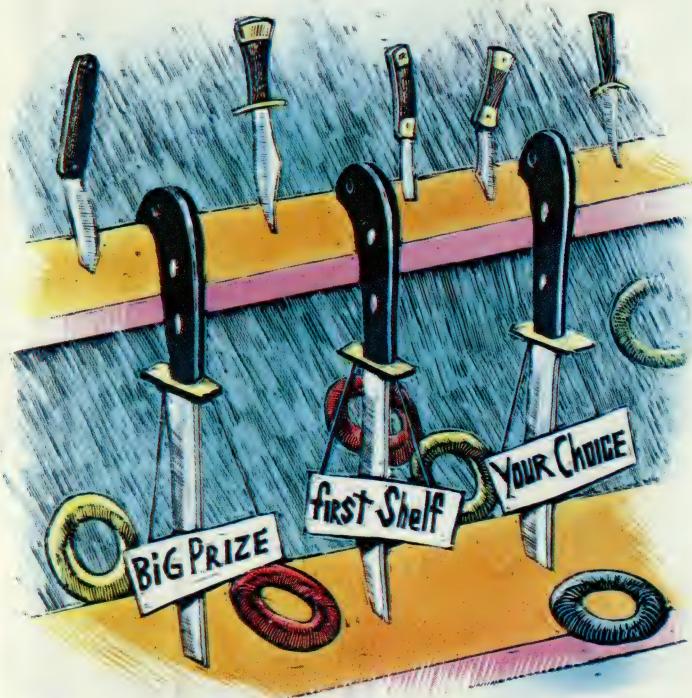
RING TOSS

Everyone who has ever visited a carnival has played at least one of the many ring-toss variations. They're a mainstay of the midway.

The basic idea, which is common to all ring-toss games, is simplicity itself: Toss a wooden ring over the neck of a bottle or the handle of a knife and you win a prize. In some variations, toss a hoop over a watch or some other valuable prize set on a small wooden block and you win that prize.

The knife-rack version is illustrated below. Notice that ringing any of the knives in the front wins a valuable prize; ringing others wins slum. All the rings are identical, and the operator will be only too happy to demonstrate that they fit quite easily over any of the knife handles.

There are no mechanical contrivances of any kind. By studying the picture, see if you can figure out why the player never wins anything but slum.



On display in the rear of the store are various items, mostly slum, but some goodies. Each item has a string attached, and all the strings lead to the front of the store where they are gathered in a bunch and held together by a collar with their ends sticking out a few inches. You pay a quarter or whatever for the privilege of choosing a string end, and you win a duplicate of the prize it's attached to.

You don't believe that the Walkman radio or box of cigars is actually attached to one of the strings you can choose? Just speak up, and the grifter will obligingly trace the course of a string



HAMMER AND NAIL

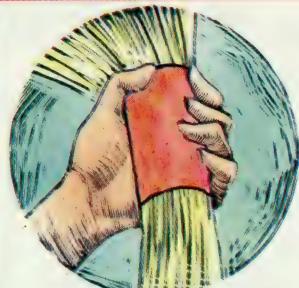
Instead of a counter, the player faces a large railroad tie or log. Hammer a 1 1/2-inch nail all the way into the tie with a single blow and win a prize. The operator, wearing a carpenter's apron bulging with nails, shows how easy it is. He starts a few nails with a couple of light taps, then drives each of them home with one accurate swing of the hammer.

You decide to try your luck. The operator starts a

nail and offers you a free warm-up try. You swing the hammer and the nail disappears completely into the tie. Nothing to it. But as soon as you start putting your money down, every swing produces a bent nail driven only part of the way in. You figure you're not hitting the nail squarely, so you try again and again, paying and hammering until both money and muscle are exhausted.

What's the gaff?

THE STRING GAME



from any prize all the way to the collar. Or he'll take hold of the collar and pull all the strings simultaneously to prove that each is attached to a prize.

So how come nobody ever wins one of the goodies?

Burt Hochberg is Copy Editor for GAMES and an inveterate mark.

ALL EYES on INDY

★ ★

When TV networks broadcast the Indianapolis 500, they have to cover all the angles. The 10 TV cameras scattered throughout—and above—the stadium pictured here each show a different aspect of the race. The checkered flag won't drop until you've figured out which camera (labeled 1-10 in the wide-angle shot at right) is shooting each of the close-ups (A-J) pictured below.

Answer Drawer, page 70



ILLUSTRATIONS BY JON FRIEDMAN/PHOTO COURTESY OF INDIANAPOLIS MOTOR SPEEDWAY



CHOCOLATRIVIA

SAVORING AMERICA'S FAVORITE FLAVOR

BY STEVEN CLAR

Chocolate. Even the word is delicious, three toothsome syllables that conjure up mouth-watering associations. Chocolate eclairs, German chocolate cake, Godiva chocolates, chocolate chip cookies, chocolate fudge brownies . . . If you find it hard to get through the day without one of the above, this quiz is just your cup of cocoa. It's guaranteed to lead you to a deeper, richer insight into the things you love. Reflect. Ruminante. Unwrap your favorite candy bar. Take a bite. And begin.

Answer Drawer, page 75

1. As chocolate lovers will agree, the botanical name for the cocoa tree—*Theobroma cacao*—aptly translates from the Latin as:

- a. Light of the World
- b. Food of the Gods
- c. Potion of Love

2. What is the area of the foil wrapper from a Hershey's Kiss?

- a. 5 square inches
- b. 2 square inches
- c. 1 square inch

3. If you unwrapped one to measure it, what did you do with the Kiss?

- a. Ate it.
- (All other answers unacceptable)

4. If you answered "a" to question 3, how many calories did you just consume?

- a. 25
- b. 50
- c. 100

5. How many segments are there in a regular Hershey bar?

- a. 12
- b. 16
- c. none—regular Hershey bars aren't divided into segments

6. The original *chocolatl* that Columbus brought home from the New World was a bitter, frothy beverage made of crushed cocoa beans spiced with pepper or vanilla, and mixed with water or wine. Introduced at the Spanish court, where it was sweetened with sugar, the drink soon became fashionable with European nobility. But the eating of chocolate was not taken up until:

- a. 1556, when a chef in the court of Philip II of Spain baked the crushed cocoa bean mixture into some royal cakes.
- b. About 1690, when Madame de Maintenon, mistress of Louis XIV of France, mixed it with cream, then froze it out of doors, thus creating the first chocolate ice cream.
- c. In 1847, when Fry and Sons in England made "eating chocolate" by mixing extra cocoa butter and sugar into crushed cocoa beans.

7. "I love chocolate in any form, from cocoa to chocolate candy, but most of all I love chocolate cake, especially an all-chocolate cake, with a rich, creamy mouth-watering chocolate frosting and a chocolate fudgy filling (not too skimpy on the chocolate, please). The cake must be dark, chocolate dark." Which celebrated chocophile said this:

- a. Ray Bolger
- b. Katharine Hepburn
- c. Barbra Streisand

8. The M's in M & M's stand for:

- a. Mars and Murrie, the company's founders.
- b. Melt and Mouth, the key words in the candy's slogan.
- c. More and More, the candy's original name.

9. Milk chocolate gets stale after a few months, but dark chocolate, like good wine, improves with age. True or false?

10. The world's largest chocolate Easter egg took two weeks to construct and measured more than 10 feet high and 24 feet in circumference. How much did it weigh?

- a. 484 pounds
- b. 884 pounds
- c. 4,484 pounds

ILLUSTRATION BY E. T. STEADMAN



11. True or false:

Part 1: A piece of chocolate eaten before meals can depress the appetite, satiate hunger, and help one eat less.
Part 2: It is extremely difficult, if not impossible, to eat just one piece.

12. The world's first chocolate chip cookie was created when the proprietress of the Toll House Inn, in Whitman, Massachusetts, mixed small bits of chocolate into her cookie dough, expecting the bits to melt and an all-chocolate cookie to result. Happily, this did not occur. This historically delicious event took place in:

- a. 1870
- b. 1903
- c. 1930

13. Chocolate chip cookies account for 50 percent of all cookies baked in U.S. home kitchens. How many chocolate chip cookies are home-baked each year?

- a. 70 million
- b. 700 million
- c. 7 billion

14. The largest seller at U.S. movie theater candy counters is:

- a. Goobers
- b. Raisinets
- c. Junior Mints

15. What type of chocolate—dark, white, or milk—do you get if you mix the following?

- a. Crushed cocoa beans, cocoa butter, sugar
- b. Cocoa butter, milk solids, sugar
- c. Crushed cocoa beans, cocoa butter, milk solids, sugar

16. How many months of the year does the cocoa tree bloom?

17. The color proportions of M & M's have been determined by consumer preference. In a bowl of 100 M & M's, how many are likely to be green, yellow, brown, red, orange, tan?

18. "Pop's Choklit Shoppe" is the hangout of which famous foursome?

- a. Potsie, Fonzie, Richie, and Ralph
- b. Archie, Reggie, Veronica, and Jughead
- c. Spanky, Alfalfa, Buckwheat, and Darla

19. How many regular Hershey bars would you have to eat to get the same amount of caffeine present in a cup of coffee?

- a. one
- b. three or four
- c. at least a dozen

20. One candy bar has remained the nation's favorite for years. Which one is it? (Hint: It's chocolate-covered.)

21. Which chocolate bars do these slogans refer to?

- a. "Sometimes you feel like a nut, sometimes you don't."
- b. "It's the great American, great American chocolate bar."
- c. "Two great tastes in one candy bar."
- d. "_____ makes the very best chocolate."

22. Suppose you start out to make chocolate chip cookies by opening a 12-ounce bag of Nestlé's Semi-Sweet Morsels, but instead you end up eating them, one by one. When the bag is empty, how many will you have eaten?

- a. 350
- b. 675
- c. 900

23. Chocolate mousse was invented by a gourmet cook who was best known in another profession. Who was it?

- a. President Thomas Jefferson
- b. Artist Henri de Toulouse-Lautrec
- c. Actress Sarah Bernhardt

24. How much chocolate did Americans consume last year, and about how much did we spend on it?

- a. 2 million pounds and \$4 million
- b. 4 million pounds and \$2 billion
- c. 2 billion pounds and \$4 billion

25. True or false: Never trust anyone who doesn't eat chocolate.

Steven Clar hardly even likes chocolate, and practically had to force himself to do the extensive research necessary for this quiz.



KING: 17 mg. "tar", 1.3 mg. nicotine, 100's: 18 mg. "tar",
1.3 mg. nicotine, av. per cigarette by FTC method.

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You've got what it takes.

**salen
spirit**

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.



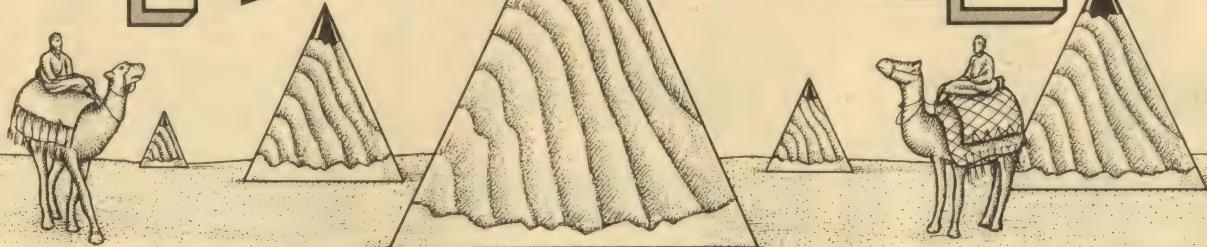
*Share the spirit.
Share the refreshment.*



Seagram's V.O. It's everything you never expected. A drink that's unexpectedly smooth. Surprisingly light. Mixed or straight, you'll taste the difference. Just be as smart about how you drink as you are about what you drink. Then taste V.O. And toast all the others goodbye.

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PENCILWISE



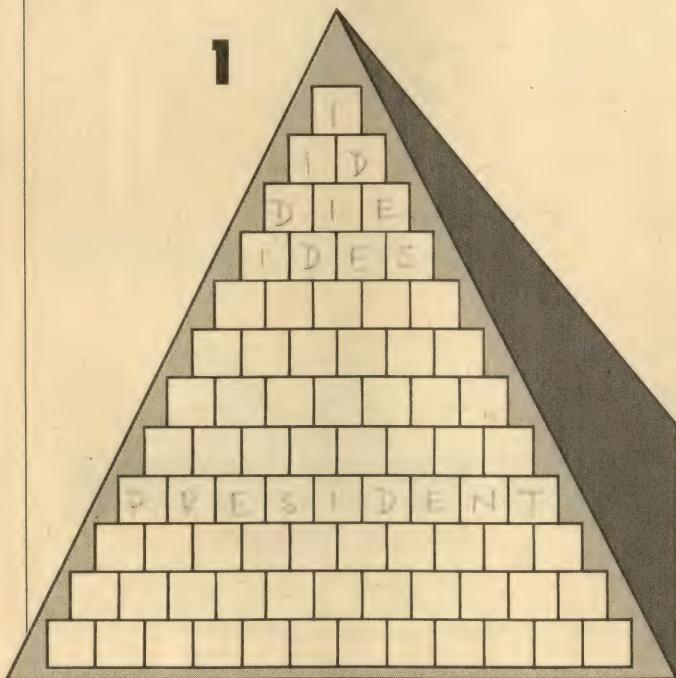
Word Pyramids ★★

by Merl Reagle

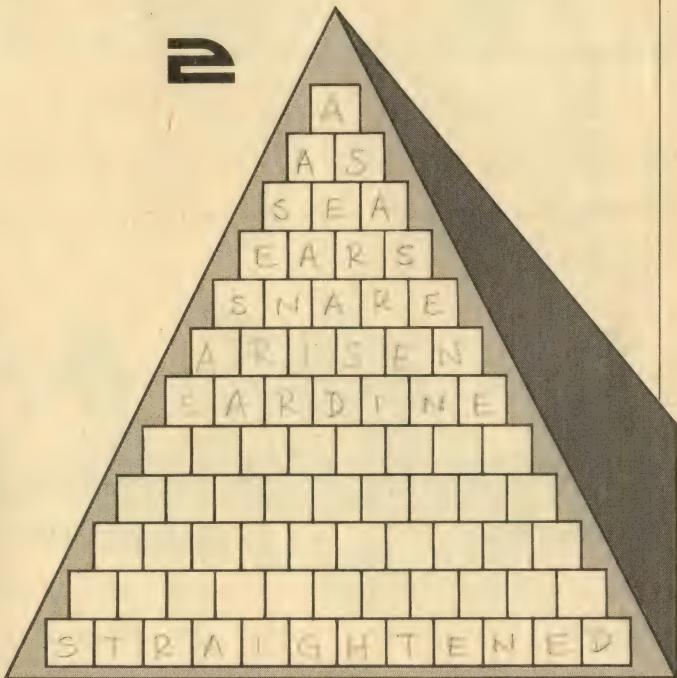
Here's one puzzle guaranteed to grow on you. Each answer word in the pyramid will contain all the letters of the previous answer plus one. To solve, add a letter at each level and then anagram to get the answer below it. Clues to the 12 words in

each puzzle appear in random order beneath the grid. The best way to solve is to work down the pyramids from the short words to the long ones, but if you get stuck, try jumping ahead and working back.

Answer Drawer, page 74



- "The ____ is cast" *idea*
- Added in the middle
- Slyly malicious
- Disclaims, as responsibility
- Reagan, for example *president*
- Personal pronoun
- Predetermine, as by fate
- Walker
- Reckless urgency
- ____ of March *ideas*
- Pretended to be someone else
- Superego's counterpart *id*



- Fish that's packed in a can *sardine*
- Headphones cover them *ear*
- Trap *snare*
- Fixed, as a lopsided picture *straightened*
- Article *o*
- Used a filter
- Like Mr. Magoo
- Gotten out of bed *awake*
- Cause to lose hope
- While *as*
- They keep you in custody
- Ocean *sea*

Cryptolists

by Robert Leighton

Below are six lists of related words and phrases that have been translated into simple cipher alphabets. The letter substitutions remain constant within any one group of words (for instance, if C represents R in one word, it will represent R in all

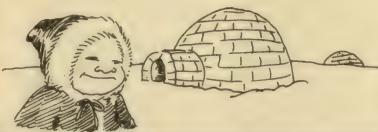
the words in that list), but change from one list to the next. A tip to new solvers: Start by thinking of answers that might fit one of the categories; then see if any enciphered words in the list have the same letter pattern. *Answer Drawer, page 74*



1. AMERICAN TOURIST ATTRACTIONS

Example: Grand Canyon

NIA ARA FALLS
ONKBKFK AKCCW
LINCOLN MONUMENT
CNOQZCO DTDZFNKC
DISNEYLAND
UNWOTICKOU
STATUE OF
WVKVST ZA
LIBERTY
CNLTFVI
WASHINGTON
HKWMNOBVZO
MONUMENT
DZOSDTOV
GATEWAY ARCH
BKVTHKI KFQM
YELLOWSTONE PARK
ITCCZH WVZOT XKFY
MOUNT RUSHMORE
DZSOV FSWMDZFT



4. ESKIMO ITEMS

Example: Igloo

SIBERIAN HUSKY
IRVSHRNJ AGIYQ
MUKLUK
BGYEGY
HARPOON
ANHCKKJ
NOSE RUBS
JKIS HGVI
PARKA
CNHYN
BOSLED
MKZIESM
TEALSKIN
ISNEIYRJ
KAYAK
YNQNY
BLUBBER
VEGVVSH
KEROSENE
YSHKISJS

2. POPULAR TV SHOWS 20 YEARS AGO

EVERYBODY LOVES
RFBWYW RFSKHF
MKHP SFCZB
QZBFBJF
VUK TNRP CUZI
IFAZB VHFYB
QKB RFCKP
UFJKT
GUNSHOKE
ANBCSZGK



5. PRACTICAL JOKES

Example: Joy-buzzer

XRJ-ZLQ MHT
IZLLVRR SHOZPLB
OUHPXQPBM CFLIRX
JPXQK OL DV
CFK-PB-QZR-
PSR SHNR
VZLBK NFLIJ
REVFLJPBM SPMDX
JXPNNFR MFDOO
XHNNRX OVPJRX

3. FAMOUS FELINES

Example: Garfield

QJCYS
FXUH FBJ FYZJT
VXTTYE
QTYFI
YINK PANTHER
DYUM DLUFBJT
DWEE YU XXXFE
VZV CYXU
VJBYFLKJC
EHCQJEFJT
KRAZY KAT
MTLIIH MLF



6. THINGS INVENTED IN THE 1600s

Example: Barometer

LEEDFN QLVZDFU
PJDEU OXJU
BUJUPVWYU
VODKKLNU
VLJVXJXP
LDO YXQY
QDVOWQUBUO
YUFEXJXQ VJWVM
YOWYWOBDWFLJ
VWQYLPP

Getting Nowhere Fast ★ (Ank. Hask)

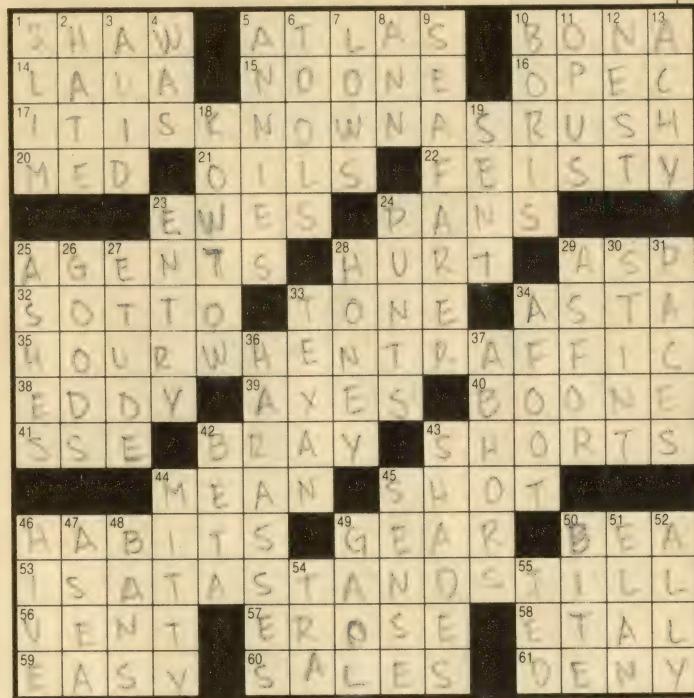
by William Lutwiniak

ACROSS

- Pygmalion author
- Map book
- fide
- Volcano flow
- Not a soul: 2 wds.
- Oil cartel
- Start of a quip
- Pre- (doctor's undergrad program)
- Certain paintings
- Peppily argumentative
- Rams' mates
- Bad reviews
- Spies
- Do damage
- Egyptian viper
- voce (under the breath)
- Sound quality
- Thin Man* dog
- More of the quip
- Whirlpool
- Lumberjacks' needs
- Frontiersman Daniel

DOWN

- Slender
- Despise
- Enthusiastic
- Existed
- Oakley and Little Orphan
- Hammers, saws, drills, etc.
- Market bottoms
- Arbor, Michigan
- Ocean voyager
- Opposite of NNW
- Heehaw
- Cut-off jeans, e.g.
- Signify
- Inoculation, often
- Nunnery outfits
- Toothed wheel
- Actress Arthur
- End of the quip
- Let off steam
- Notched, as a leaf
- Footnote abbr.
- Like taking candy from a baby
- Mall come-ons
- Turn down
- Actor Karloff
- Major work
- Tree house
- Painfully sore
- Bow deeply
- Mailed
- Contest "form"
- Fourth down plays
- Firewood, finally
- Deliver the — (do what is promised)
- Piano exercise
- Sweetie
- "— me, give me liberty . . .": 2 wds.
- Stretch of work
- Walks nervously
- Lone Star stater
- Underway, to Sherlock
- Pesters
- Detests
- Phi — Kappa
- Window covers
- Thurber's "The Secret Life of Walter —"
- Touch or smell, e.g.
- Drone's home



Answer Drawer, page 75

- On the ocean
- Prohibits
- British lock-up
- Fisherman's hope
- Verve
- Friend in war
- la (refrain syllables)
- Senator Kennedy

Horsing Around ★

by Robert Goldberg

You'll want to give your imagination free rein in this quiz. The answer to each of the 18 clues is a word, phrase, or title that contains the element HORSE. For example, the clue "Unyieldingly arrogant" would be answered ON A HIGH HORSE, while "Boisterous fun" would be HORSEPLAY. By now you're probably champing at the bit, so on to the "mane" event!

Answer Drawer, page 70

- Guffaw horse laugh
- Muscle strain of the leg stirring horse
- Pungently hot condiment horse radish
- Ancient gift bearing Greeks Troyan horse
- Marx Brothers movie Horsefeathers
- Direct from an unimpeachable source from the horse's mouth
- Completely unrelated matter from the horse's mouth
- Unexpectedly strong candidate dark horse
- Noted Sioux chief Crazy Horse
- Game of "ringers" horse shoes



- "Be patient!" hold your horses
- Ordinary good judgment horse sense
- Redford/Fonda movie Electric Horseman
- Do things in illogical order from the horse's mouth
- Small marine fish sea horse
- Engine-rating unit horsepower
- War, famine, pestilence, and death four horsemen of the Apocalypse
- Advice to recipients of presents from the horse's mouth

The Game is Afoot ★

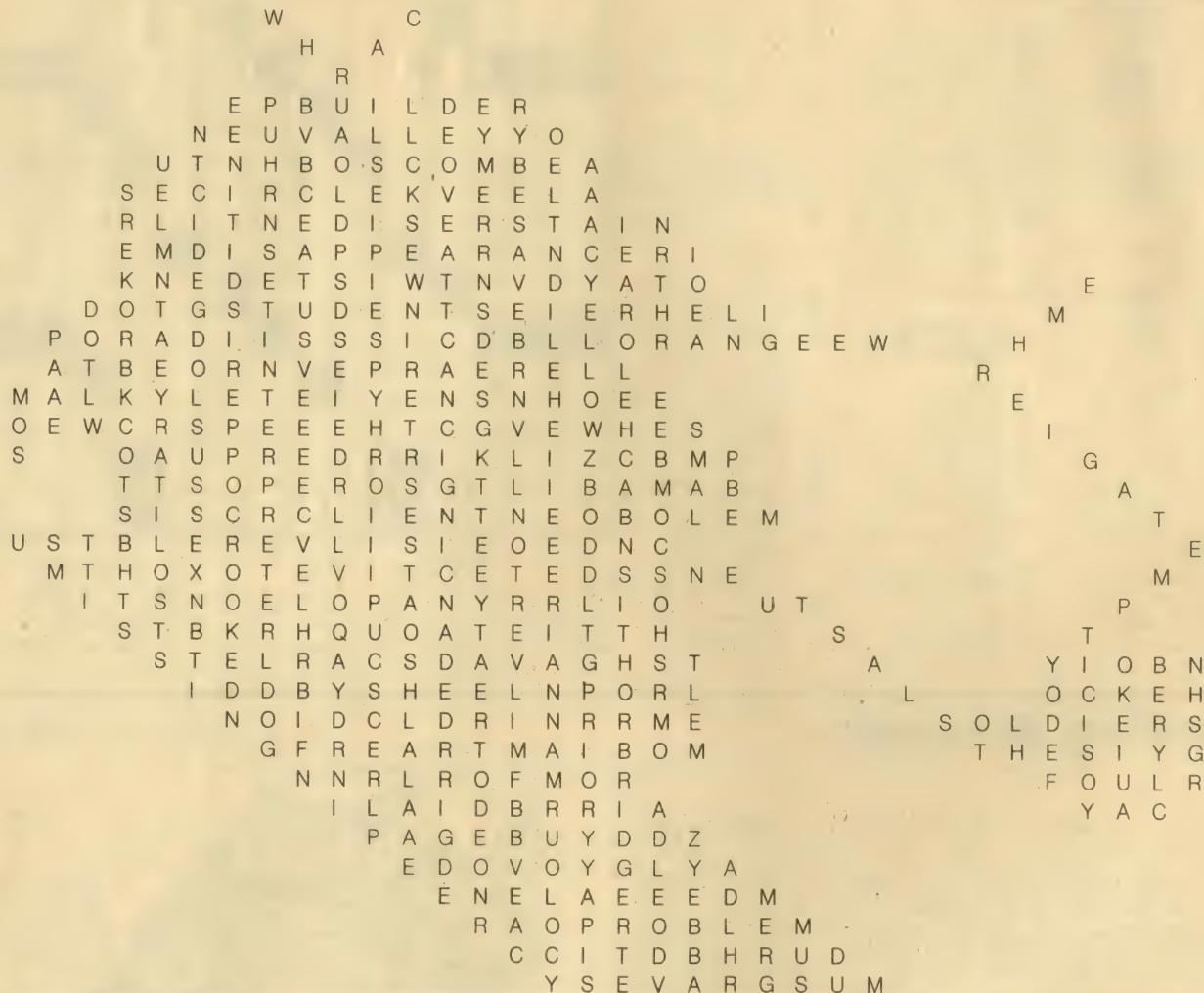
by Edith Rudy

A Sherlock Holmes Word Search

Welcome to 221-B Baker Street. From each of the abridged titles of the 60 cases solved by Sherlock Holmes, which are listed at the bottom of the page, we've hidden a single word (indicated by the capital letters) in the letter grid. All the

words read horizontally, vertically, or diagonally in straight lines. Can you find them? Don't forget to grab your cape and magnifying glass.

Answer Drawer, page 72



The ABBEY Grange	The DEVIL'S Foot	The MISSING Three Quarters	The SIGN of Four
The Noble BACHELOR	The Dying DETECTIVE	The MUSGRAVE Ritual	SILVER Blaze
The Hound of the BASKERVILLES	The DISAPPEARANCE of Lady Colfax	The Six NAPOLEONS	The Blanched SOLDIER
The BERYL Coronet	The EMPTY House	The Five ORANGE Pips	The SOLITARY Cyclist
The BOSCOMBE Valley Mystery	The ENGINEER'S Thumb	The Bruce PARTINGTON Plans	The SPECKLED Band
The Norwood BUILDER	The Three GABLES	Black PETER	The Second STAIN
The Blue CARBUNCLE	The Three GARRIDEBS	The Golden PINCE-NEZ	The STOCKBROKER'S Clerk
The CARDBOARD Box	The GLORIA Scott	The PRIORY School	The Three STUDENTS
The Red CIRCLE	A Case of IDENTITY	The Final PROBLEM	The SUSSEX Vampire
The Illustrious CLIENT	The Greek INTERPRETER	The RED-HEADED League	The Problem of THORBRIDGE
The Retired COLOURMAN	His LAST Bow	The REIGATE Squire	The Naval TREATY
The COPPER Beeches	The LION'S Mane	The RESIDENT Patient	The Man with the TWISTED Lip
The CREEPING Man	The Wisteria LODGE	A SCANDAL in Bohemia	The VALLEY of Fear
The CROOKED Man	The MAZARIN Stone	A Study in SCARLET	The VEILED Lodger
The DANCING Men	Charles Augustus MILVERTON	SHOSCOMBE Old Place	The YELLOW Face

Rogues' Gallery ★★

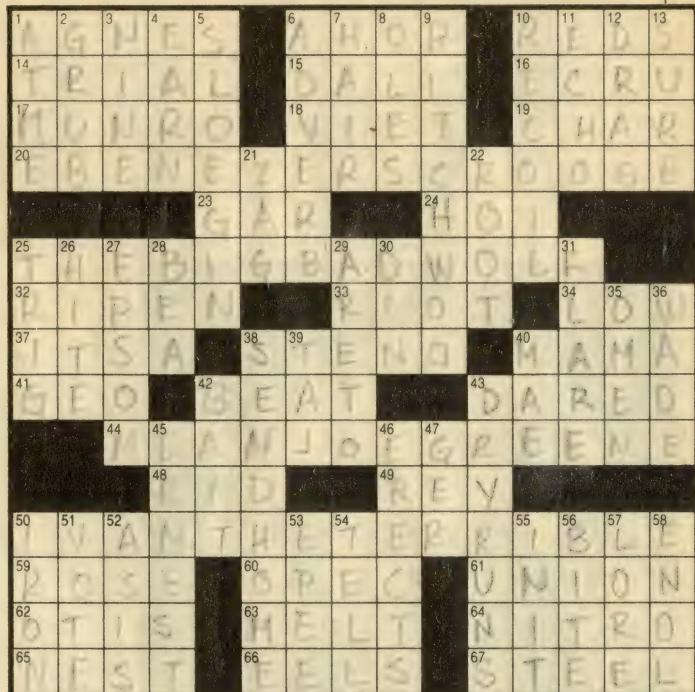
by Lois Sidway

ACROSS

ACROSS		
1	Actress Moorehead	9
6	"With ____, skip, and a jump"	10
10	Beatty movie of 1982	11
14	<i>Perry Mason</i> setting	12
15	Painter Salvador	13
16	Light tan	21
17	____ Leaf, Ferdinand's creator	22
18	____ Nam	25
19	Scorch	26
20	Miserly grump of fiction: 2 wds.	27
23	Needlefish	28
24	____ polloi	29
25	Fairy-tale villain: 4 wds.	30
32	Mature	31
33	Free-for-all	32
34	Contemptible	33
37	"____ long way ...": 2 wds.	34
38	Letter taker	35
40	Call from the crib	36
41	Prefix for thermal or physical	37
42	Cop's course	38
DOWN		
1	"Look ____ . . ." ("Misty" lyric): 2 wds.	39
2	Chow	40
3	1982 Broadway hit	42
4	Merit	43
5	Fizz liqueur: 2 wds.	45
6	Modifying word	46
7	Locks	47
8	Cheers for Charo	50

DOWN

1 "Look ____ . . ."	36 Dismiss from school: 2 wds.
("Misty" lyric):	39 ____ Mahal
2 wds.	40 Co-star for W.C.
2 Chow	42 Prepare the hook
3 1982 Broadway hit	43 Preliminary tests: 2 wds.
4 Merit	45 Actor Borgnine
5 Fizz liqueur:	46 Builds
2 wds.	47 Neighbor of Switz.
6 Modifying word	50 Branding tool
7 Locks	51 Pick a president
8 Cheers for Charo	



Answer Drawer, page 72

52 In current condition: 2 wds. **54** Show's partner **56** Small meal
53 Fencing prop **55** "What's ___ for me?": 2 wds. **57** Body of knowledge
58 Organic compound

Blanks and Blanks ★★

by Stephen Sniderman

Each answer in this quiz is a familiar phrase in the form of "blank and blank," in which the letters missing from the first word are the same letters *in the same order* as those missing from the last. For example, "____ I S and ____ A T" stands for "THIS and THAT," with the letters T-H missing from both words. Try filling in the blanks to complete these common expressions.

Answer Drawer, page 75

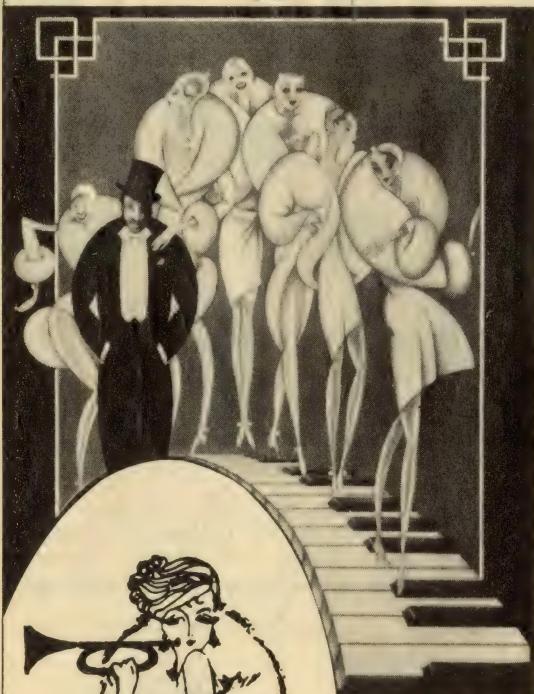


1. B R <u>I</u> A D	and	B U T T <u>I</u> R	10. W <u>A</u> S H	and	W E <u>A</u> R
2. V <u>I</u> M	and	V <u>I</u> G O R	11. <u>V</u> I C K	and	<u>V</u> A N
3. F I S H	and	C H I P S	12. <u>V</u> I C K	and	<u>V</u> I L L
4. B O <u>E</u> N	and	B R E D	13. <u>V</u> H E E	and	<u>V</u> I C K E
5. V <u>A</u> S H	and	V A R R Y	14. P R I D E	and	P E J U D I C E
6. <u>V</u> E	and	<u>V</u> I L Y	15. T R E I D	and	T R E U L
7. V <u>L</u> F E	and	V L M B	16. T I V E	and	T E A R N
8. P A <u>E</u> T	and	P A E C E L	17. T H I C K	and	T H I L N
9. <u>V</u> A <u>E</u> T	and	<u>V</u> A E I P E E	18. H L G I T	and	M I T T Y

On Broadway ★★ (Arte, Jellicoe)

These 13 renowned Broadway shows
Have posters that everyone knows.
Can you tell them apart
From the clues in the art
And disclose with which show each one goes?

Answer Drawer, page 73



A Funny
Thing Happened
on the Way to the Forum

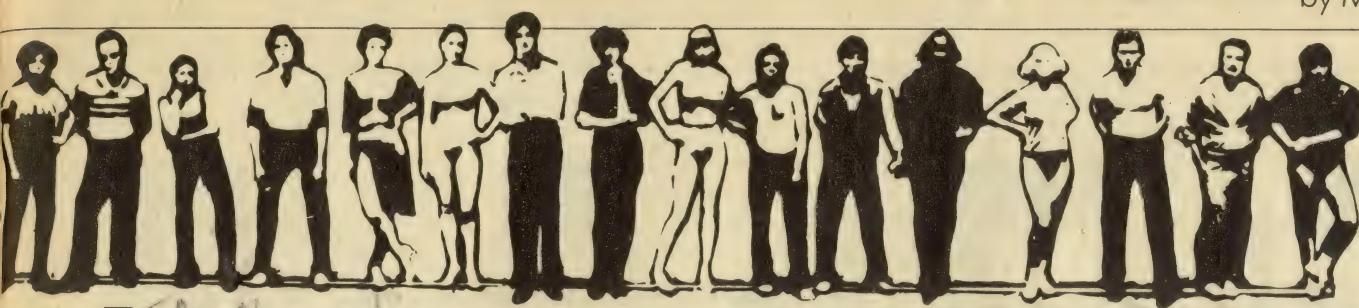


Evita



Stop the World,
I Want to Get Off

by M. Gill



7 A Chorus Line



8 Hair



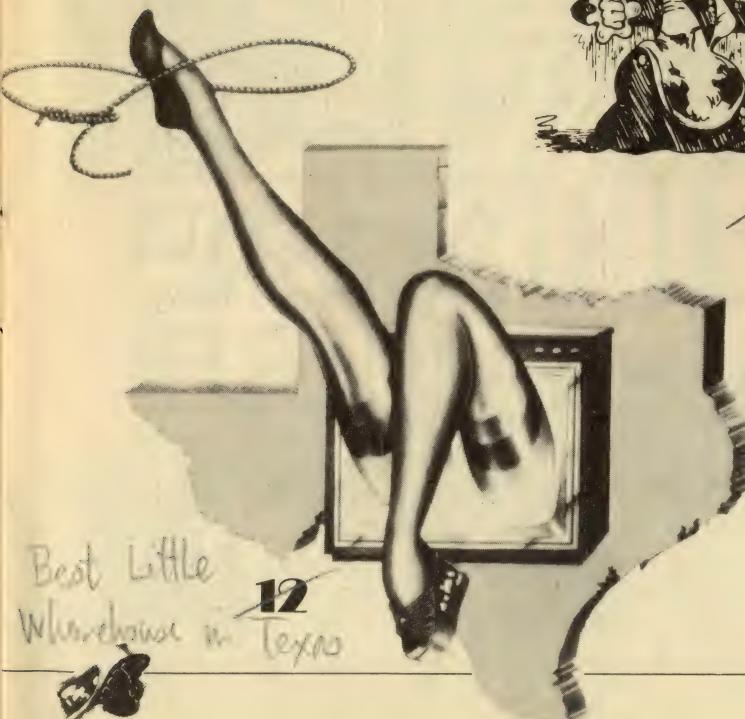
9 Grease



10

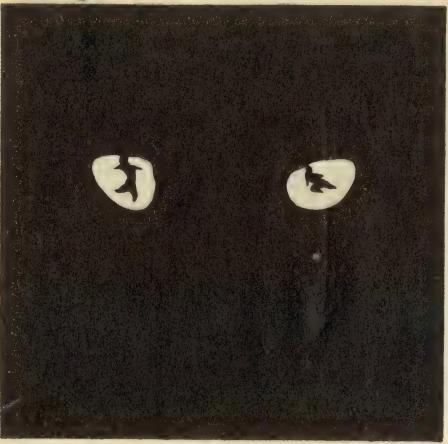


11 Sweeney Todd



12

Best Little
Whorehouse in Texas



13

Cats

Short Circuit ★★

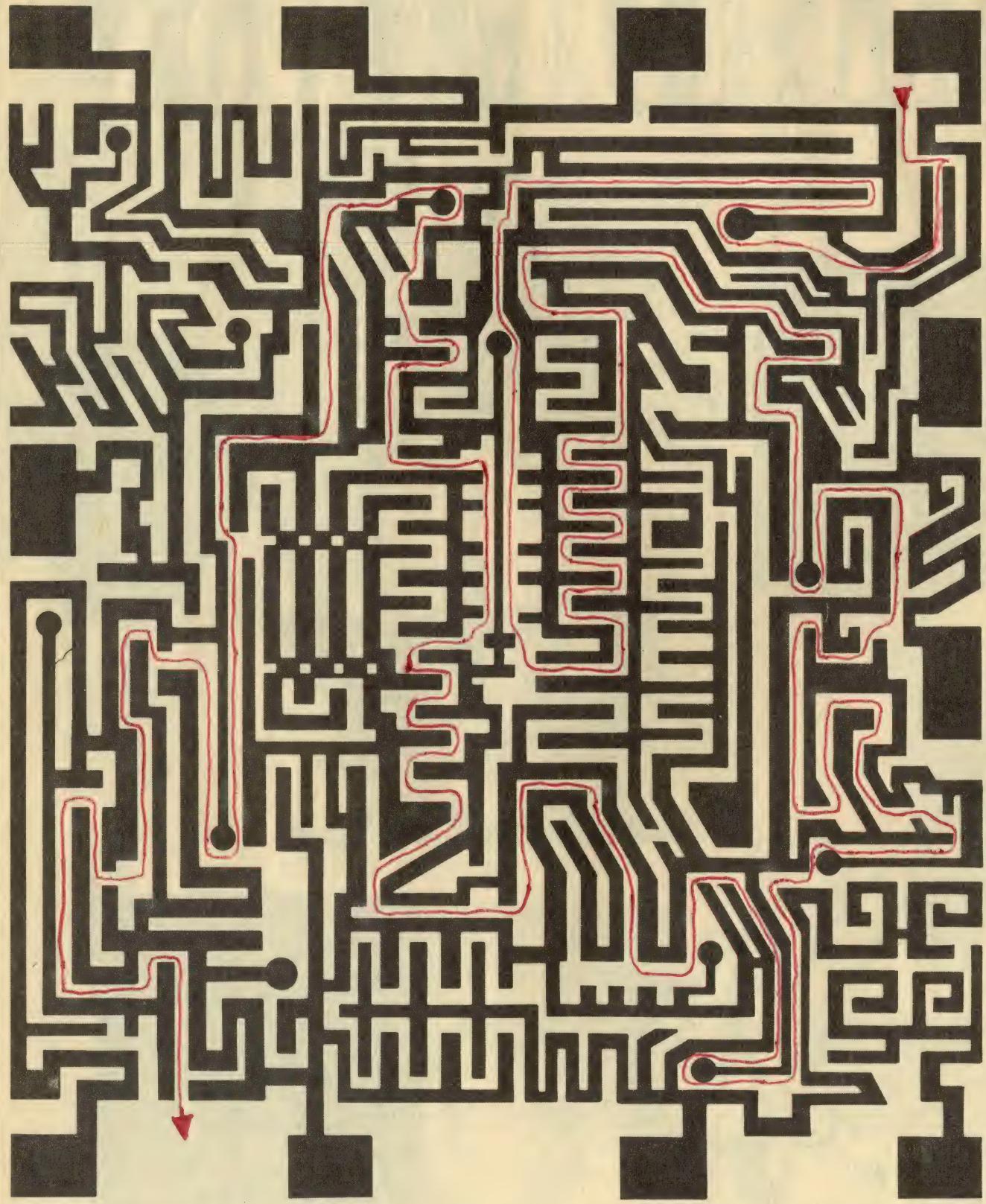
(Ante)

by Barry Simon

See if you can complete the circuit by finding a white path from any opening in the top of the maze to any opening in the

bottom. Don't try to enter or leave through the side passages—that's a sure way to get grounded.

Answer Drawer, page 70





MEET PLAYERS

12 mg "tar," 1.0 mg nicotine av. per cigarette, by FTC method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.



PLAYERS

12 mg "tar," 1.0 mg nicotine av. per cigarette, by FTC method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

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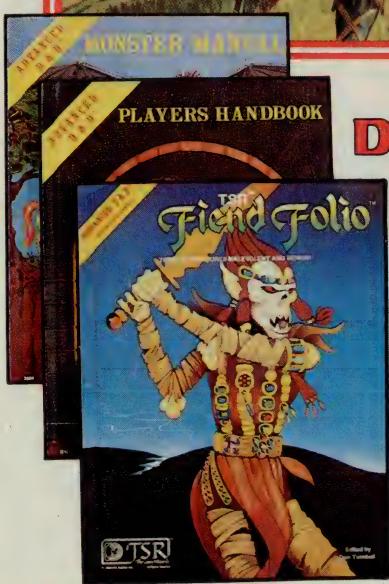


GO PLACES

New
Players Kings.
Regular and Menthol



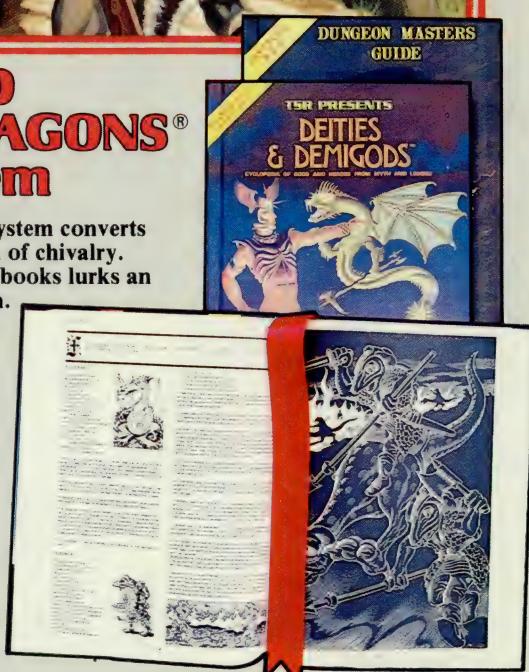
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Sentences Per Se ★★

by Maura Jacobson

"I'm in shock," said David Rosen, a high school mathematics teacher from Buffalo, New York, after winning the Sixth Stamford Marriott Crossword Puzzle Invitational last March. He missed only one word (MONTON, "Battering ram, of old") in racing through the tricky playoff puzzle (right) before a large ballroom audience. The top three contestants—Rosen, the previous winner Stanley Newman, and Ellen Ripstein—will receive byes to the finals of the 1983 GAMES U.S. Crossword Open in August.

If you'd like to test yourself against the champion, Rosen's time on the following tournament puzzle was 7 minutes 55 seconds.

Answer Drawer, page 74



ACROSS

- Rhett's last word
- The Bartered Bride* composer
- Worked the soil
- "This one's ____"
- Start of a Shakespearean title
- ____ time (individually)
- Wally John Immanuel Donald Bobby
- Anglo's partner
- Seed covering
- Johann's cry of woe
- TV
- Geneticist's abbr.
- Oodles
- "To ____ it may concern"
- Oscar John Ruth Adolph
- Dust Bowl refugee
- Lick ____ promise
- Lucre
- Turgenev's birthplace
- Psychological disorder
- Product of a paddy
- Coliseum
- Part of Lincoln Center, with "the"
- Capricorn
- "Now you ___, now you don't"
- Peter Elaine Diana Soupy
- "Doe, ___, a female . . ."
- "Now ____ me down to sleep"
- Actress Charlotte
- Whippersnappers
- Afrikaner's dialect
- Petering out
- Guns the motor
- Son of Ham

DOWN

- M.D.s, informally
- Celebes ox
- Twice MX
- Nazi political system
- Pig's digs
- "Talking" bird: Var.
- May birthstones
- ____ *Mockingbird*
- Item of similarity
- Word with sequitur
- Opposite of fore
- A ____ Class (1973 film)
- Korean port
- Albanian coin
- Where Vientiane is capital
- French I verb
- Pub missile
- Comedienne
- Meara
- Loiter
- One who degrades
- Tree art
- Neighbor of Papeete
- Collected the jackpot
- Mamie's guy
- Brooklyn campus abbr.
- Far right column of a sum
- Right: Comb. form
- Fisherman's basket
- Sonja of the ice
- Bed rails
- Hebrew measures
- Part of R.A.F.
- Enough: Fr.
- Noblest knight of the Round Table
- Native Israeli
- Grandson of Alfred the Great
- Furlough
- Doesn't disturb
- Swamp vapor
- Diagrams, as for crosswords
- Garden pavilion
- Retire for the night
- medicine (medical jurisprudence)
- Swit and Young
- Neither Rep. nor Dem.
- Vané letters
- Ending for penta or para
- Church vocal piece
- Great French playwright
- The ____ and the Sea*
- Ad libbed, musically
- medicine (medical jurisprudence)
- Swit and Young
- Neither Rep. nor Dem.
- Vané letters
- Ending for penta or para
- Church vocal piece
- Great French playwright
- The ____ and the Sea*
- Ad libbed, musically
- Constellation bear
- Diary of Housewife*
- Punjab princess
- Florence's river
- Bulletin board insert
- Chartres' river
- Coach, as for a test
- Card game for three
- Foreign: Pref.
- Seize red-handed
- Soul, to Simone
- British farewells

Cryptic Crossword ★★

by Emily Cox and Henry Rathvon

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some examples:

"Licenses made from tin-steel alloy (8)." This is an example of an anagram clue. The word "alloy" suggests a mixture of the letters of the preceding words TIN-STEEL to get the answer, ENTILES (defined as "licenses"). An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Song about America's drunkenness (8)." The word CAROL ("song") is literally written around USA ("America") to form the answer CAROUSEL ("drunkenness"). This is called a container clue.

"L.A. football player with role in defense (7)." Here you must join two short words to form the answer: RAM ("L.A. football player") and PART ("role"), yielding RAMPART ("defense"). This is an example of a charade clue.

"Schoolchildren's mistake in coming back (6)." This is an example of a reversal. The answer PUPILS ("schoolchildren") is SLIPUP ("mistake") reversed, or "coming back." Reversals may be indicated by words such as "back," "returning," or—in Down clues—"up."

Other tricks of clue-solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

ACROSS

- 1 Current conscription (5)
- 4 Mars Motel put in order for whirlpool (9)
- 9 Plants imitation diamonds (9)
- 10 Something you can count on, understand? (5)
- 11 Attack first-rate railroad help (3,4)
- 12 Having a bunch of puppies around pound is not so great (7)
- 13 Flattering remarks about oddly-shaped lip (13)
- 16 Commander-in-chief bombed Missile Range "O" (13)
- 21 Moving Van—book from Russian author (7)
- 23 Adroit holding a butcher's knife (7)
- 24 The way some people talk, it isn't a blemish (5)
- 25 Loose pet spared from highway hazard (5,4)
- 26 Awfully sad leap is from cliffs (9)
- 27 New York baseball team holds excellent contests (5)

DOWN

- 1 Message: mineral spring found in gully (8)
- 2 A horse-sheep mixture (7)
- 3 Abstract art by Klee in canvas (9)
- 4 Lady grabbing a \$100 bill from pavement (7)
- 5 Greek character could make one slip (7)
- 6 Egyptian leader posed hugging a Democrat (5)
- 7 Like a monarch's terrible allergy (7)
- 8 True, Ma has changed with age (6)
- 14 Stream damaged dike in Dutch city (9)
- 15 Perverts sound contented, back in beds (8)
- 16 Cheese eaten by girl angel (7)
- 17 Edited DeVries badly (7)
- 18 Chopped closer around back of oak trunks (7)
- 19 Turned upside down, poetically? (7)
- 20 Playing spinet with the foot, in part (6)
- 22 In Helsinki, test some toys (5)

Warm-Up Puzzle for New Solvers

With detailed explanations in Answer Drawer, page 74

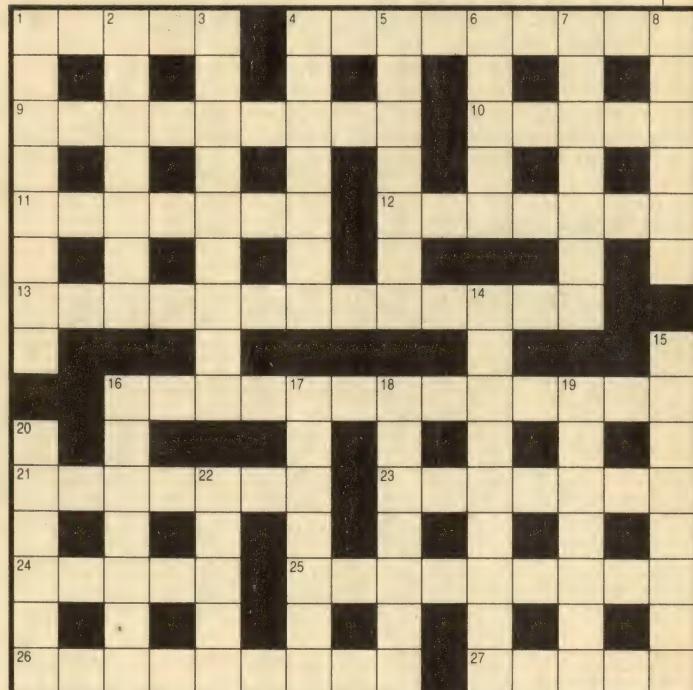
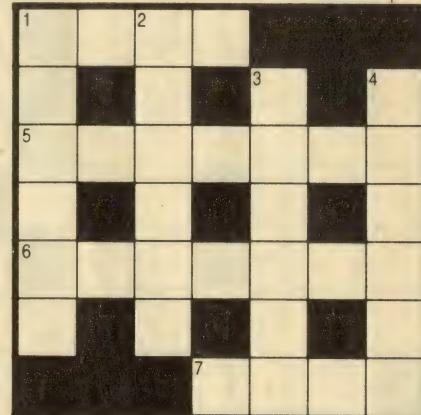
by E.C. and H.R.

ACROSS

- 1 Actor Spencer topless—that's risqué (4) *beheadment*
- 5 Wear outside article—it may be rainy (7) *container*
- 6 Put back surplus raw metal (7) *charade*
- 7 Housing payment is torn (4) *second definition*

DOWN

- 1 Prize sketcher returned (6) *reversal*
- 2 Rough 18 holes of golf, we hear (6) *homophone*
- 3 Hornet flying around king's chair (6) *anagram*
- 4 Passionate in garden tryst (6) *hidden word*



Answer Drawer, page 75

This crossword was used at the First Stamford Marriott Cryptic Crossword Competition in Stamford, Connecticut, last March. The winner, computer consultant Philip Cohen of Aliquippa, Pennsylvania, finished it without error in less than 9 minutes. Sixty-one of the 111 contestants completed the puzzle within the 30-minute time limit.

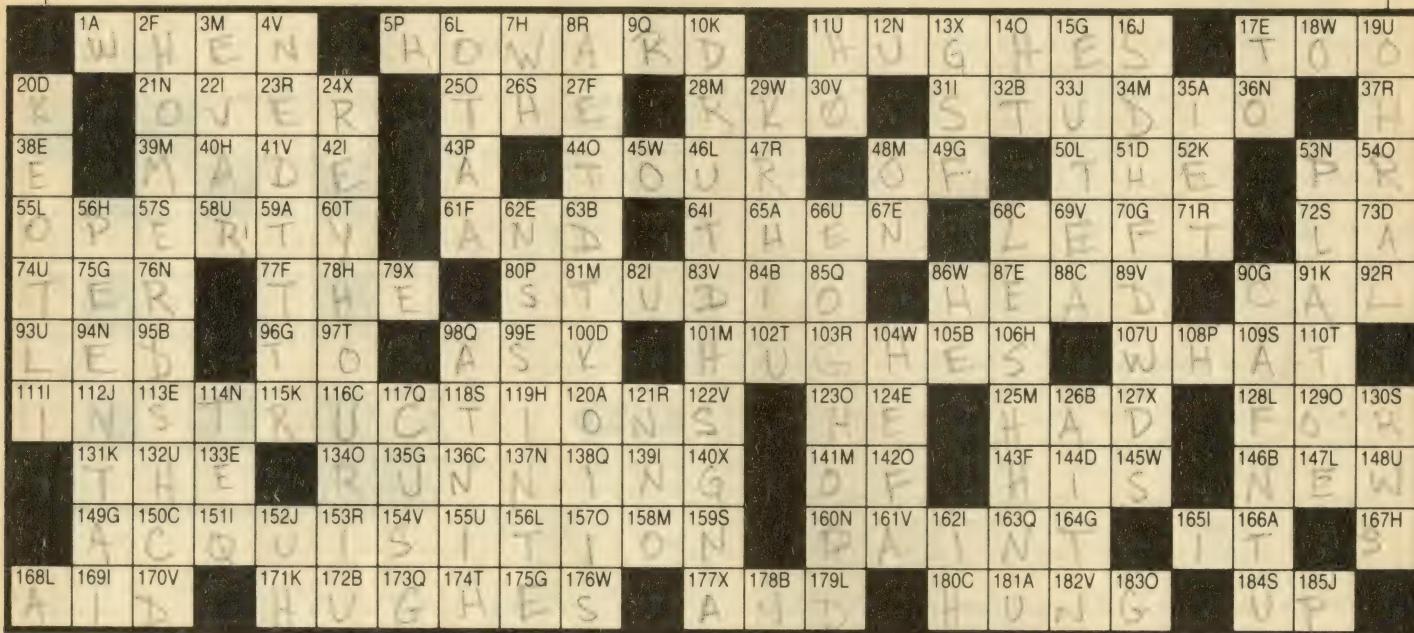
Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

Answer Drawer, page 70



A. Part of AWOL	W I T H O U T	M. Maternity	M O T H E R H O O D
	1 35 59 65 120 181 166	39 141 81 101 3 28 125 48 158 34	
B. Deluged	I N U N D A T E D	N. Apt, timely	O P P O R T U N E
	84 146 172 178 95 126 32 105 63	36 53 160 21 76 114 12 137 94	
C. Start of a space shot	L A U N C H	O. Outspoken	F O R T H R I G H T
	68 88 116 136 150 180	142 129 134 44 14 54 157 183 123 25	
D. Military uniform fabric	I H A K I	P. Corned beef	F A S H
	20 51 73 100 144	—	85 9 173 98 163 138 117
E. Davy Crockett's home state	T E N N E S S E E	Q. Style of gardening	G R E A N I C
	17 38 62 67 87 99 113 124 133	—	92 8 71 37 23 47 153 121 103
F. Shrubby waste land	H E A T H	R. Soaping up	L A T H E R A N
	2 27 61 77 143	—	72 184 118 26 57 130 109 159
G. Bring about	E F F E C T U A T E	S. Protestant denomination	Y O U T H
	15 49 70 75 90 96 135 149 164 175	—	60 97 102 110 174
H. Resentful, touchy	N A S P I S H	T. Lad, stripling	W O R T H W H I L E
	7 40 167 56 119 106 78	—	107 19 58 74 11 148 132 155 93 66
I. Nosy	I N Q U I S I T I L	U. Important	O D D S A N D E N
	111 139 151 82 162 31 165 64 169. 22 42	—	30 89 170 154 161 4 41 69 182 83 122
J. Crack of dawn	S U N U P	V. Remnants (3 wds.)	O S H Y O S H
	16 33 112 152 185	—	18 176 86 29 45 145 104
K. Scarcity	D E A R I H	W. City in eastern Wisconsin	D A G G E R
	10 52 91 115 131 171	—	127 177 13 140 79 24
L. Obsolete (hyph.)	Q U I T O F D A T E	X. Macbeth's weapon	—
	6 46 50 55 128 179 168 156 147	—	—

Shake-Down ★★

by Stephanie Spadaccini

Solving one line at a time, starting at the top, add one letter to each set of letters below and then form a word by anagramming all the given letters plus the one you added. Enter the word in the adjoining squares. For the first line, you may add any letter you wish. For each succeeding set, add the last

letter of the preceding word. If you work the puzzle correctly, the last letter of the last word will be the same letter you added to the first word. All answers are common, uncapitalized words.

Answer Drawer, page 73

IDEA ADAPTED FROM *BEST CROSSWORDS MAGAZINE*

I	K	M	N	P	U	1								
A	C	E	G	I	L	2								
H	I	P	S	S	Y	3								
F	I	L	O	R	T	4								
A	E	E	P	R	Z	5								
B	J	K	O	U	X	6								
E	I	L	O	P	T	7								
C	E	H	K	P	U	8								

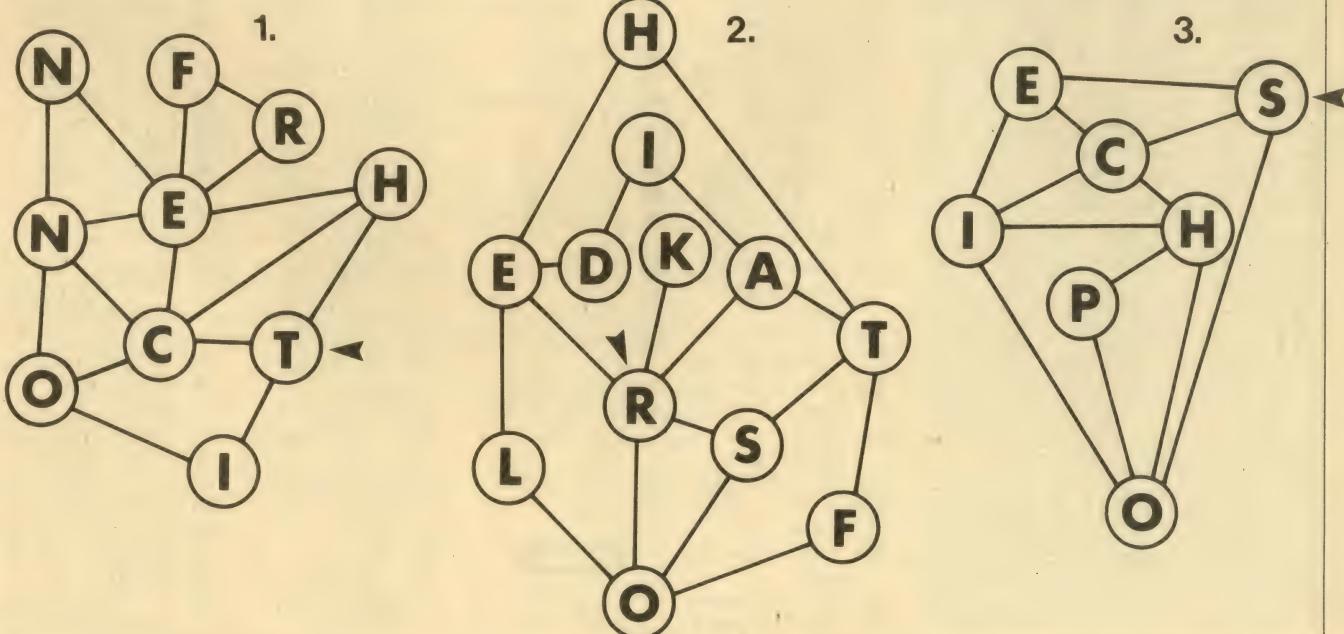
Constellations ★★

by Doug and Janis Heller

By the time you've solved these three constellation puzzles, you may be seeing stars—movie stars, that is. That's because each answer is the title of a well-known film. To solve, begin at the "star" indicated by the arrow and proceed from

letter to letter in any direction via the connecting lines to spell the film title answer. Every line and letter will be used one or more times in each constellation.

Answer Drawer, page 75



Diagramless Pencil Pointers

One snowy afternoon in January 1924, the three crossword editors for the *New York World*—Prosper Buranelli, Gregory Hartswick, and Margaret Farrar—were having lunch at Moneta's Italian restaurant in lower Manhattan to check final proofs for the very first crossword book. Leafing through the material at the table, they discovered that, though all the clues were present, the grid for one of the puzzles had been left behind. Time was short. How could they check the puzzle?

Hartswick, whom Mrs. Farrar calls "the brains" of the group, had an idea. Improvising a blank pattern on the back of the menu, he reconstructed the grid and the answers using just the clue numbers and clues as aids. The puzzle checked out, and *voilà*, Hartswick had accidentally invented the diagramless crossword.

Today, diagramless crosswords are a popular puzzle form, solved for pleasure rather than from necessity. If you have never tackled a diagramless before, here are a few tips:

1. As in a regular crossword, a number will appear in the first square of every Across and Down answer. Use the sequential clue numbers as guides, and enter them as you solve.

2. Fill in a black square before and after every answer in the grid, both Across and Down. (The grid border also helps to determine word lengths.)

3. If you get stuck, remember that most diagramless crosswords have a symmetrical pattern of black squares. The puzzles on this and the next page have left/right symmetry, which means that each black square or word on the left side of the grid has a partner on the right. So you can work two sides of the puzzle at once.

A special tip on these two diagramless puzzles: Each answer pattern of black squares will reveal an outline related to the puzzle's theme.

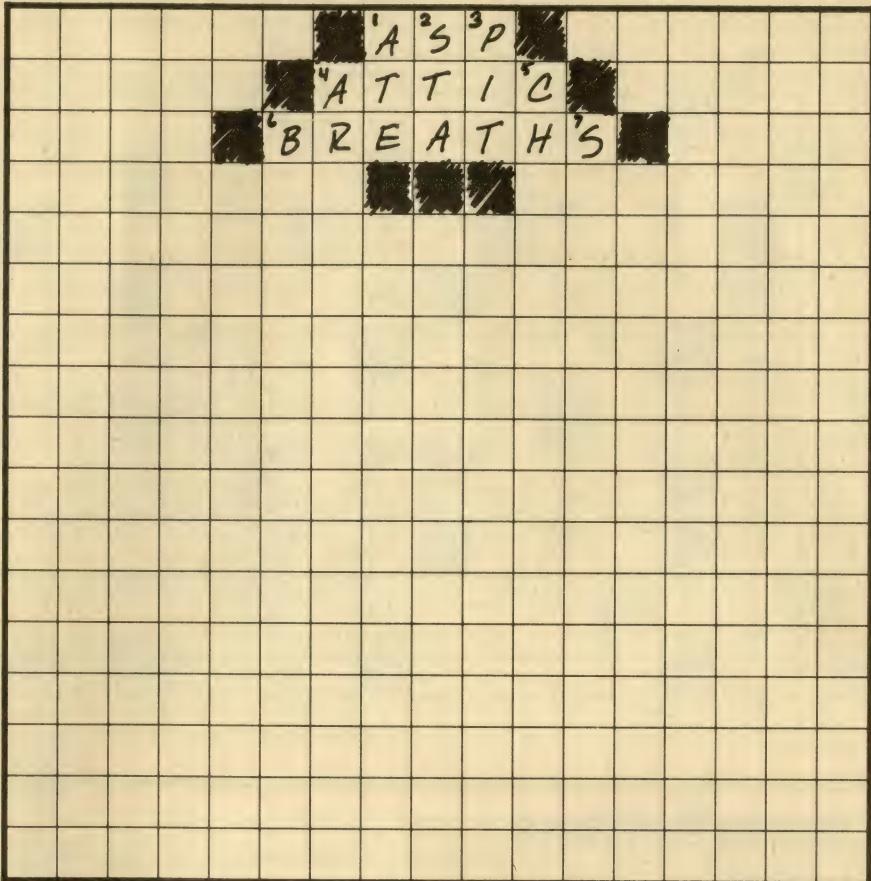
In the puzzle on this page, the first three Across words have been entered to get you started. Work down from the numbers 4, 5, 6, and 7 to continue the solution, and refer to the Answer Drawer if you need help.

—W.S.

House Party ★★

by Stephanie Spadaccini

This diagramless is 17 squares wide by 17 squares deep and is symmetrical from left to right.



Answer Drawer, page 73

ACROSS

1 Cleo's stinger
 4 *Toys in the* _____
 6 Inhalations
 8 TV's Severinsen
 9 Rower's implement
 11 Do battle
 13 Dwelled
 15 Xerox machine
 16 Vinegary acid
 18 Kind of rhyme
 19 Kind of slippers
 21 Cheerful girls' name
 22 Circle the earth
 24 Museum contents
 25 Summer time: Abbr.
 28 Boxer Muhammad
 29 Use fingerpaints
 32 From _____ Z: 2 wds.
 33 Stranded on an atoll
 35 Ice cream eatery
 37 Yeah's opposite

38 Storage room
 39 Flower necklace
 40 Tin Tin
 41 Poet Yoko
 42 High cards
 45 Less dense
 48 Word with bubble or milk
 52 Lair
 53 Hell's _____
 54 Costello or Rawls
 55 Actors Robert and Alan
 58 Rocker, e.g.
 59 Cars
 61 Skirt fold
 62 Clairvoyance, for short
 63 Leopard features
 64 Morning broadcast *The* _____ Show
 65 Legal "matter"
 66 Cheeky

1 Gobbled up
 2 Depot: Abbr.

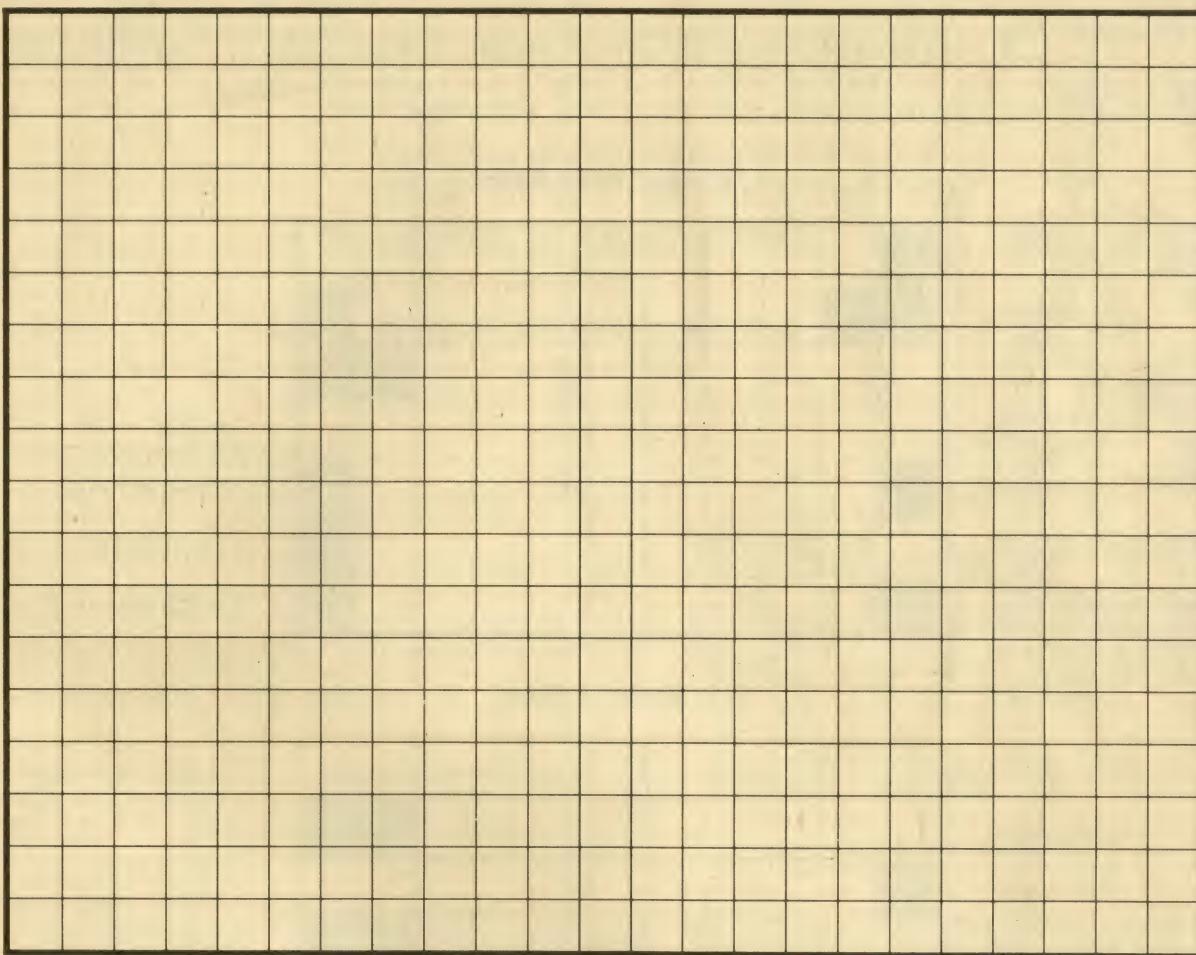
DOWN

3 Hole in the ground
 4 Bow and arrow user
 5 Selection
 6 Casablanca star, familiarly
 7 Rescued
 8 _____ doodle (circuitous route)
 10 Prefix with active or rocket
 11 Golfer's cry
 12 Attempt
 13 Scientist's workplace, for short
 14 Designer Christian
 15 Little Big Horn general
 17 Metallic blue
 18 _____ Rae (1979 movie)
 20 Long-distance runner
 21 Grate
 23 Neat
 25 CBS news anchorman: 2 wds.
 26 *The Spiral* _____ (1946 thriller)
 27 County divisons
 30 " _____ fair in love and war"
 31 Fish eggs
 33 Author Fleming
 34 Snooty one
 36 Hazard
 38 Smutty movies, for short
 42 Adjust to conditions
 43 Stringed instrument that's propped between the legs
 44 Finished
 46 Snapshot, for short
 47 Always, poetically
 49 Singing voices
 50 Horn honks
 51 Brazen woman
 56 Car club: Abbr.
 57 Pigpen
 59 Donkey
 60 _____ tree (in trouble): 2 wds.

In a Knot ★★

by Mike Shenk

This diagramless is 23 squares wide by 18 squares deep and is symmetrical from left to right.



Starting hint, page 73

ACROSS

- Place to down draughts
- The Ghost and Muir*
- Records
- Word before or after "player"
- Killer winds, informally
- Hit dance of 1962
- Ran up a tab
- Audibly
- Sorry, Wrong Number* prop
- Pussy feet
- Evergreen
- Scarlet tanager and Baltimore oriole
- Caboodle associate
- Pant strongly
- The "stakes" in "sweepstakes"
- Sailing
- "... but is it ____?"

- Bakery product
- Youngster
- Bridge player's word
- Actor Estrada
- From a distance
- Annexes
- Play the horses
- Force: Lat.
- Baseball bat wood
- Seven on a sundial
- Author-playwright Levin
- Radiate
- Numerical prefix
- Maria
- Enthusiastically eager
- Makes possible
- Four-in-hands
- Transgresses
- Gold-plates
- Treats a squeaky wheel
- Surfeit
- Macadamia or Brazil

- Gibbon and gorilla
- Prepare for takeoff
- Razor sharpener
- Again
- "She sells seashells . . .," e.g.
- Secured window panes in sashes
- Not taking sides
- Stellar hunter
- "Be prepared," e.g.
- Twelfth mo.
- Gender

DOWN

- Word stamped on an invoice
- and downs
- particles (electrons)
- Very small amount
- Crude
- Use shears

Answer Drawer, page 75

- Elevator alternative
- Joanne Woodward role of 1957
- Pi follower
- Benefits
- Besmirched
- "... a hot time in the ____ tonight"
- "Curses!"
- Ejaculate, with "out"
- Layer
- Prestige
- Perform surgery
- Excitingly strange
- Deflects
- Division word
- Lawyer's girl?
- in the face (slapstick routine)
- Director
- Preminger
- Victory in rummy
- Total
- Container of peas
- Bagel accompaniment

Link-Letters ★★

by Will Shortz

In Link-Letters, the whole is greater than the sum of the parts. The answer to each clue on the left side of the puzzle grid goes in the squares to the left of the first black bar. The answer to each clue on the right goes in the squares to the right of the second black bar. Then one letter—the "link-letter"—goes in the square in the middle to complete a single word

across the line. For example, if the clues for a line in the grid were, respectively, "choose" and "lyric poem," you would write ELECT in the left squares and ODE in the right squares, and fill in R in the middle to complete ELECTRODE. When you have finished a puzzle, the central letters will spell a seven-letter word reading down.

Answer Drawer, page 70

1. It Has Three Parts

Sumter or Knox, e.g.

Beanie

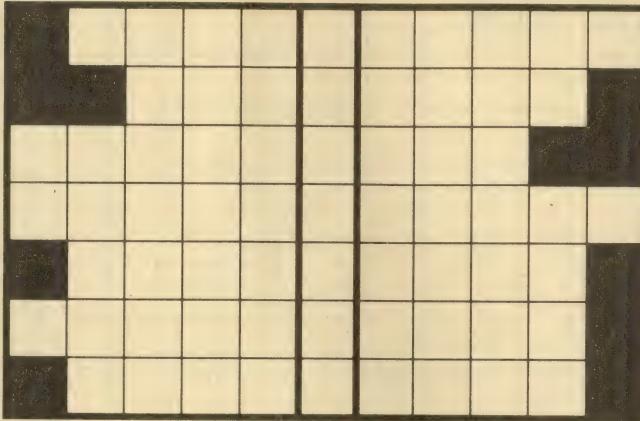
Penniless

\$1,000

Piece of china

Period with a tail?

Sharpen, as a knife



____ of way

Metropolis

"Act your ____!"

Not this or that

House of twigs

Doe or buck

Toothy item

2. A Dollar a Kiss?

Use a broom

The witching time

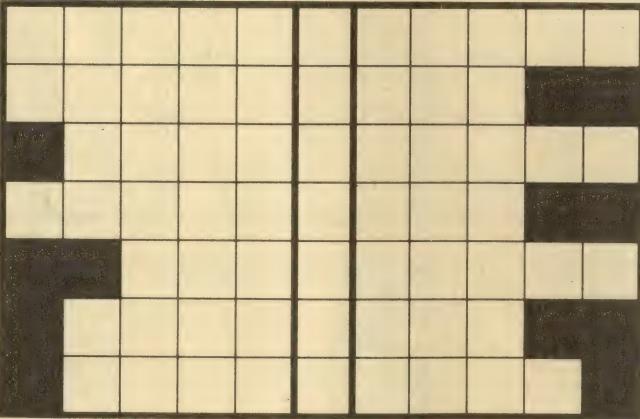
Huff and puff

Brings to the ground

Word from a ghost

Heifer's mate

Double gainer, e.g.



Seizes

Exist

"Crazy" birds

Imitate

Coat with metal

____ can

Opposite of "lady"

3. Beauty Spot

Go into

Place for signatures?

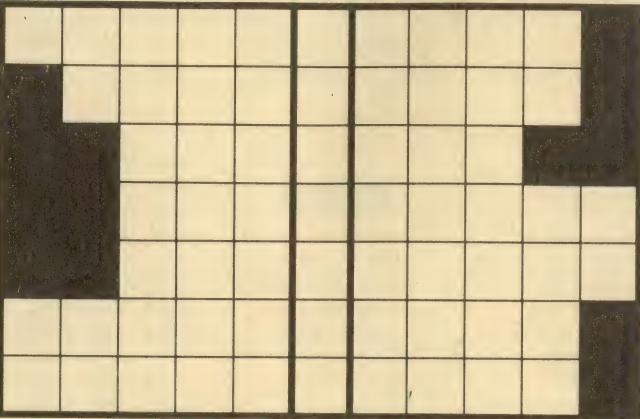
____ and tonic

On fire

Golf standard

Music with a beat

Large water ducts



Ascend

Earns as profit

Sandwich meat

Political meeting

____ Rushmore

Bedouin's home

500 sheets

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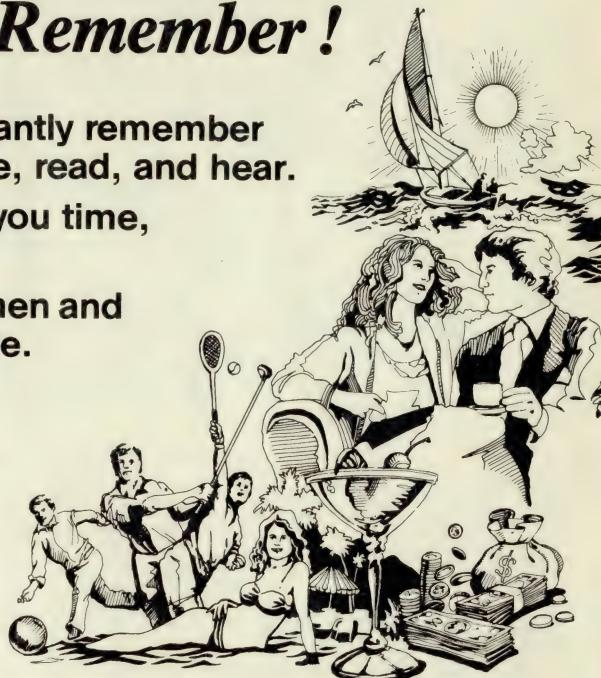
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- How to relax your entire body in seconds
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Alice in the Enchanted Garden

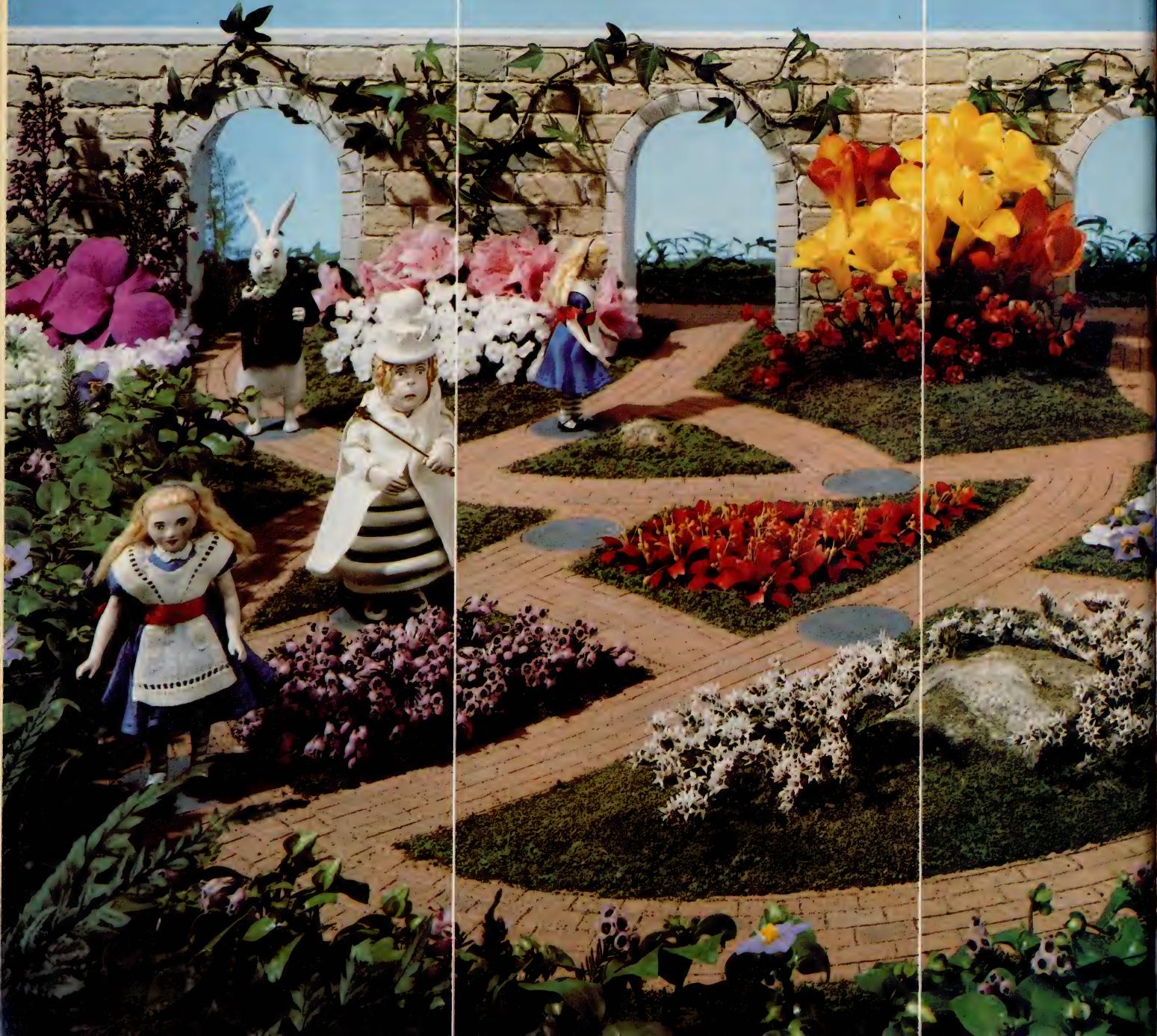
★★★

*Created and Photographed
by Walter Wick
Dolls by Joan Steiner*

"Oh my!" gasped Alice as she, the Rabbit, and the White Queen toppled into the Mystery Square in "The Looking Glass Game" (January GAMES). They tumbled and fell in the darkness for days and days, waiting for the very long and narrow tunnel to end. The White Queen was just about to blame all of this on Alice when suddenly it was light again and they landed, unharmed, in an Enchanted Garden. Alice looked at the winding, mazelike paths. "Another game," she thought. And she was right.

In the Enchanted Garden, the game is to discover which of the 16 circular stones that lie along the garden paths is the Magic Stone that will transport Alice, the Rabbit, and the White Queen to further adventures.

During the game, the garden was photo-

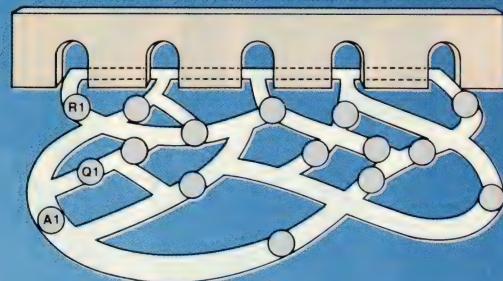


graphed in five sections. The photos were taken in the order seen here from left to right. At the time of each photo, the three players were each standing on one of the stones, and between photos they moved along the paths—which extend behind the archways, as shown on the map at right—to new stones. At no time could a player take a shortcut through the garden, skip over a stone, or land on a stone that was (or previously had been) occupied by any player. The players' starting positions, seen in the first photo at extreme left, are noted on the map. By the time the fifth photo was taken (extreme right), the players had visited 15 of the 16 stones. The 16th is the Magic Stone.

Can you reconstruct their game by figuring out which stones they were standing on when

each photo was taken? And, in so doing, can you identify the Magic Stone? Pay careful attention to details such as where the shadows fall—and where they don't.

Hint, page 74
Answer Drawer, page 72



Here comes

BRIGHT

A fresh new taste experience
that outshines menthol.

It not only tastes fresher while you smoke.
It even leaves you with a clean, fresh taste.



You never had it this fresh!

7 mg. "tar", 0.5 mg. nicotine
av. per cigarette by FTC method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

TALKING BACK



Governments always tell us to get behind our leaders, so we obliged with these photos. After studying their rear views, can you name these 20th-century world leaders?

Answer Drawer, page 70



1



4



6



2



5



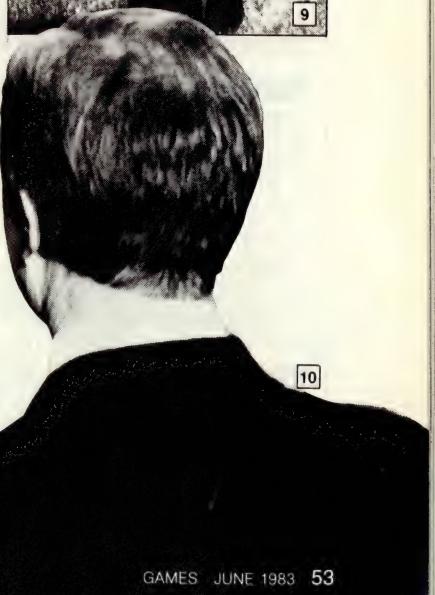
7



8



9



10

GAMES & BOOKS

Edited by R. Wayne Schmittberger

Scrabble Duplicate Crossword Game

(Selchow & Righter, around \$10)



Don't jump to the conclusion that this is just another attempt to capitalize on a well-known name. This game has major differences from standard Scrabble, and in some ways is better. As a solitaire word game, in fact, it may be unequaled.

Any number can play. Each player receives a schematic

diagram of a Scrabble board. A deck of 100 cards, each showing a letter and its point value (as on Scrabble tiles), is shuffled, and seven cards are dealt face up. Each player makes a word from the letters, writes it on his diagram as if placing tiles on a board, and announces his score. The seven cards are discarded, and seven new ones are turned up. Each player now makes a play by writing it in crossword fashion on his own diagram, and again determines his score. Play continues in this manner until the deck is exhausted.

Since each player is building up his own board position without considering possible moves by an opponent, plays that open up Triple Word squares or that prepare good spots for high-point letters should be preferred, even if it means sacrificing a few points now to get a big return later. If you start by playing CHART, for instance, placing the C on the central star, rather than on the Double Letter square to its left, sets up a triple word play of CHARTING or CHARTERS.

Since everyone plays from the same sets of letters, no one can complain too loudly about bad luck. But the game's biggest advantage is that all players think and move at the same time, speeding up play considerably. Scrabble Duplicate was first marketed several years ago, with only mixed success. This time, with improvements in both packaging and rules, it may well become the next great word game. —R.W.S.

Evolution

(from Sydney Data Products, available on disk for Apple II Plus and IBM PC; around \$40)

Evolution is a cross between a video arcade game and a Saturday movie matinee. As the title screen fades, we are introduced to the cast of characters: an amoeba, a tadpole, a rodent, a beaver, a gorilla, and a human. After they have sung a little song of greeting, the player chooses one of three levels of play.

The object is to move up the evolutionary chain by completing some task while eluding natural enemies. In the first of six steps, for example, you are a lowly amoeba, trying to eat

all the DNA cells on the screen while dodging various spores, microbes, and antibodies. Later, as a rodent, you are pursued by snakes through a maze of your own making. You must eat pieces of cheese while trying to drop dung to slow up the snakes' attack. In the sixth stage, as a human, you must shoot 10 mutants who are trying to shoot you. If you do, you will see civilization destroyed in a mushroom cloud. Evolution then reverts to the amoeba stage, where gameplay is now more difficult. There are 99 levels of play, but even the game's creators have not yet passed the 40th.

The game keeps track of the 10 highest scorers, allowing players to work their way up the list. All in all, the graphics, sound, and gameplay put Evolution very high on the electronic game evolutionary scale. —David Spadaccini

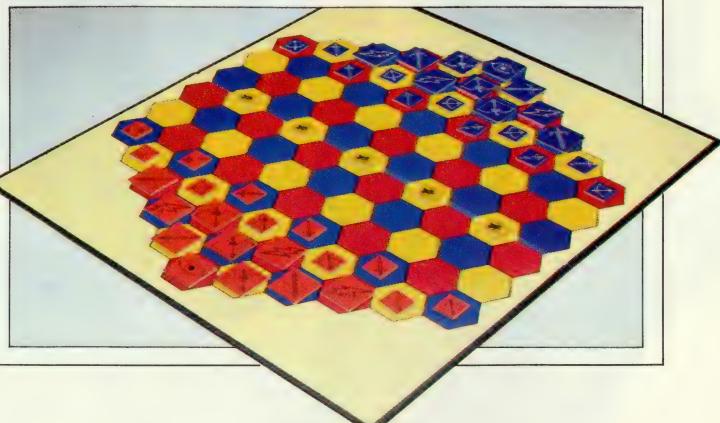
Fantasia

(available from Viking Games, 5500 Closeburn Rd., Charlotte, NC 28210; \$13.95 plus \$1 postage)

What would chess be like if there were treasure chests scattered around the board, and players could use their pieces to pick them up and move them about? What if players could win by penetrating the opponent's "castle" and stealing his "magic wand"? Or what if kings were powerful "sorcerers" that could "teleport" themselves across the board?

Using two 21-piece armies and a board design adapted from hexagonal chess, this game blends chess and non-chess ideas in an offbeat but successful way. There are several ways to win, and at least two of them should be used at a time. In our favorite version, a player wins by either capturing the opponent's sorcerer, moving his own sorcerer into the opponent's castle, stealing the opponent's magic wand, or

retrieving the most treasure chests. The game also provides a rich framework for experimentation. For example, a piece carrying a magic wand might be given special powers; or other victory conditions could be tried, such as capturing all the opponent's soldiers and archers. —R.W.S.



Seaquest (Activision, for the Atari 2600, \$31.95)



Do you wake up at night screaming that aliens are after you? When you eat a banana do you think, "4,000 points"? Have you begun calling your kids Inky, Blinky, Pinky, and Clyde? If so, maybe you need a long ocean voyage.

In *Seaquest*, a one-variation game for one or two players,

you command a submarine deep in enemy waters. Your mission: Rescue divers by touching them with the sub. When you've touched six—the sub's capacity—rush them to the surface. Then go down again for six more. You have only half a minute's supply of oxygen, and if you don't come up for air before the gauge at the bottom of the screen runs out, you lose a sub (you start with four). You also lose a sub if you surface before you've touched any divers. You can come up safely with one or more, but if you don't have all six, you lose one of the divers you've got.

Though the surface appears safe, an enemy trawler passes by every few seconds; if it happens to pass while you're up top taking on oxygen, you've had it. Down below there are sharks, and enemy subs with torpedoes. If your ship so much as grazes either of them or gets torpedoed, you're fish food. You can earn a few points, and vital maneuvering room, by destroying them with your torpedoes (fire button), but the big payoff comes from bringing divers up quickly—you get 600 points for each full group rescued, plus bonus points based on how little oxygen you've consumed. Each 10,000 points buys you a new sub.

Seaquest is a challenging, exciting game, the more so as your score mounts and the sharks and subs get faster and more numerous. Its bright graphics and sound effects are a welcome change from the usual munch and crunch. —B.H.

Herewith the Clues by Dennis Wheatley and J.G. Links (Mayflower Books, 1983, 90 pages; \$18.95)

"Poirot leans over and picks up a small piece of fluff from beside the murdered man. He places it in a small envelope." Lives there a mystery buff who wouldn't want to see that piece of fluff for himself?

OK, mystery buffs, here's your chance to read a mystery and inspect the objects found at the scene of the crime. The whodunit, fourth in a series of reprints of 1930s mysteries, is called, aptly, *Herewith the Clues*, and it's a fascinating package.

The crime is presented in the form of police reports from Scotland Yard. The owner of a posh London nightclub has been shot in the back, apparently by one of 15 members of a terrorist mob of which he was also a member. You are pro-

vided with a photograph and a complete bio of each suspect, plus a scale diagram of the club. Then comes the real fun. Tucked in little glassine envelopes are 21 actual clues for you to feel, smell, and puzzle over—cigarette butts, wisps of feathers, a blank piece of notepaper, an ounce of some powdery substance, and so on. Given all this, plus a facsimile of each suspect's signature and some data on where each clue was found, you must figure out where to point the finger.

When you give up and break the seal at the back of the book, you may find the solution slightly less than satisfying, since it's far from easy to arrive at. The author must have realized this, because he has set up a scoring system that awards points for each suspect eliminated.

Some hints: Don't just sit there puzzling; manipulate the clues in any ways you think might help. And remember to cast your mind back to the 1930s, when the book was originally printed; unraveling some of the clues can depend on this mental time travel. —M.E.S.

Phase 10 (K&K Enterprises, Box 821, Southfield, MI 48037; \$3.50 plus \$1 postage)

Though essentially a variation of rummy, *Phase 10* has an interesting "progressive" structure that offers great opportunities for dramatic comebacks. Two to six players are each dealt a hand of 10 cards from a special 108-card deck that consists of cards of four different colors and 12 different ranks (plus some "skip" and "wild" cards). In turn, each player draws a card from the top of either the deck or the discard pile, then discards a card. The winner is the first player to complete 10 different types of hands, or "phases," in a specific order, each phase harder to complete than the last. For example, the first hand to complete is two sets of three (such as 5, 5, 5, 8, 8, 8); the second is a set of three and a run of four (2, 2, 2, 8, 9, 10, 11).

When a player completes a hand, he spreads it out on the table. He must then try to get rid of his remaining cards, one per turn, either by discarding them or, if possible, by playing

them off onto other players' spread hands. Once any player has gotten rid of his cards, the deal ends. Players who have not completed a phase when the deal ends must try again on the next deal; successful players move on to harder tasks. Those who complete a phase without getting rid of all their cards still go on to the next phase, but incur penalty points that decide the game in the event of a tie.

Phase 10 is fast-paced, easy-to-learn, and a diverting change from more familiar card games. —Paddy Smith



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CARD GAMES

Solitaire Cribbage

A Fitting Challenge
for Modern Cavaliers

Cribbage was invented in the early 17th century by Sir John Suckling, a prominent English poet, soldier, gambler, and playboy who may have been one of the last of the true "cavaliers." Deservedly, this fast, dramatic game of chance and skill has remained popular longer than any other two-player card game.

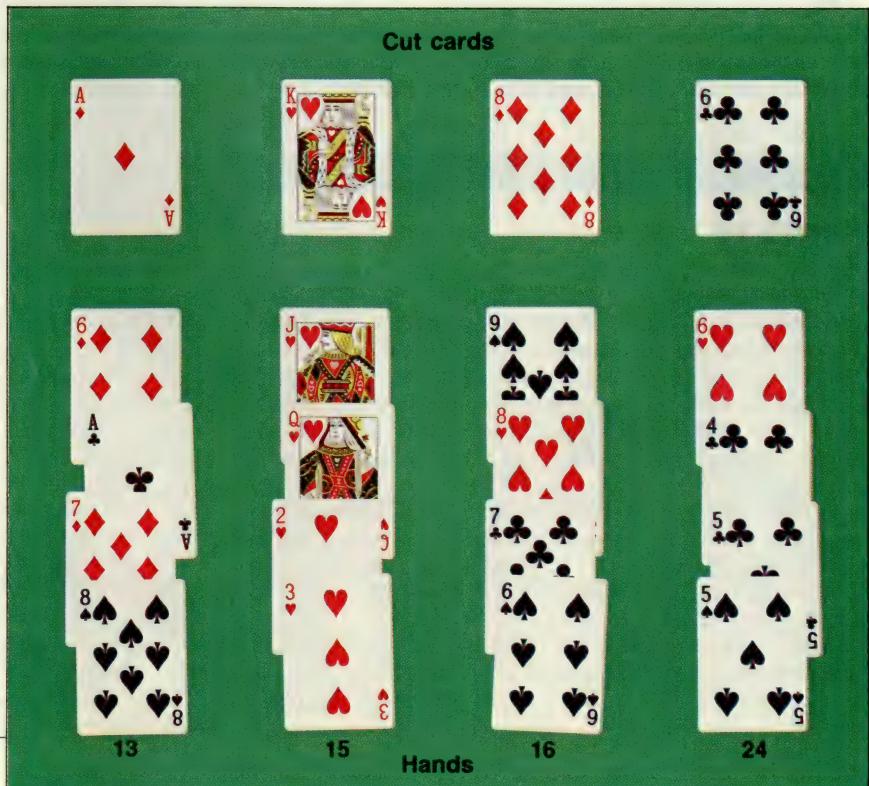
The solitaire version presented here, which requires no prior knowledge of cribbage, retains much of the game's flavor. The only equipment needed is a standard deck of playing cards, paper and pencil (or a cribbage board) for keeping score, and (unless you are an experienced cribbage player) the scoring rules below.

The Game Shuffle the deck and deal four cards in a row, face down. These are the "cut cards." Turn over the top card in the remainder of the deck and place it face up below any one of the four cut cards. Continue turning over cards one at a time, placing each below a cut card, until you have a column of four face-up cards below each cut card. (Deciding which column to put a card in

can be tricky; but you must do so without looking to see what cards are coming next.) Temporarily set aside the rest of the deck. Now turn over the cut cards, forming four hands of five cards each as shown in the sample layout below. Score each hand individually, according to cribbage rules (see "Scoring," below), and add up your four scores.

If your total score is at least 30 points, you're still in the game. (If not, you have lost; reshuffle and try again.) To continue, discard your original layout (but keep a record of your score) and deal a second round of four hands from the unused portion of the deck, using the same procedure as before. After scoring these hands, you're still in the game if your total score for the two rounds is at least 60 points. If it is, deal a third round of hands, first using up the remaining portion of the deck, then reshuffling the cards used in the first two rounds to complete the deal. If your cumulative score after the third round is at least 121 points—don't expect this to happen often—you've won.

If you enjoy this solitaire game and



by Norton D. Kinghorn

want to learn more about cribbage, rules can be found in most general books on card games. For a thorough discussion of strategy, a good source is *Play Winning Cribbage*, by DeLynn Colvert (Starr Studios, 1980).

Scoring Each five-card hand scores points for containing any of several types of features.

1. **Fifteens** Each combination of cards that totals exactly 15 scores 2 points. Each face card counts as 10, each ace counts as 1, and other cards count as their face values. The same card may count in more than one combination.

2. **Pairs** Each pair of cards of the same rank scores 2 points. Three of a kind comprise three different pairs and are therefore worth 6 points. (For example, ♦ 7, ♠ 7, ♦ 7 would score three times: for the pair ♦ 7, ♠ 7, for the pair ♠ 7, ♦ 7, and for the pair ♦ 7, ♦ 7.) Four of a kind, which make six different pairs, are worth 12 points.

3. **Runs** Each set of three or more cards of sequential rank, disregarding suit, scores 1 point for each card in the set. Aces are always low; thus A-2-3 is a run, but Q-K-A is not. A holding such as ♠ 2, ♠ 3, ♠ 3, ♠ 4 would score separately for the runs ♠ 2, ♠ 3, ♠ 4 and ♠ 2, ♠ 3, ♠ 4. Since 2 points are also scored for the pair of 3s, the total worth of the holding is 8 points; hence the term "double run of eight," by which this type of combination is commonly known.

4. **Flushes** If all the cards in a hand *other than* the cut card are of the same suit, 4 points are scored for a flush. If the cut card is also of the same suit, a fifth point is scored.

5. **Nobs** If a hand contains a jack of the same suit as the cut card, one point is scored for "his nobs."

Example

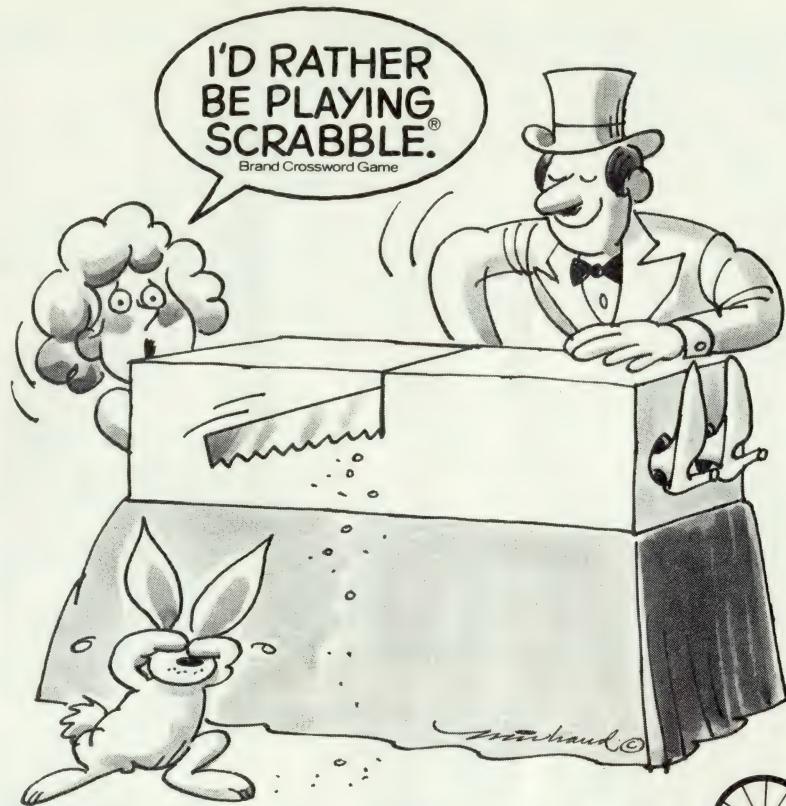
1st column Four different 15s (♦ A, ♦ 6, ♠ A, ♦ 7; ♠ A, ♦ 6, ♠ 8; ♦ 6, ♠ A, ♠ 8; and ♦ 7, ♠ 8); plus a pair, and a run of three—a total of 13 points.

2nd column Three 15s, a run of three, a five-card flush, and nobs—a total of 15 points.

3rd column Three 15s, two different four-card runs, and a pair—a total of 16 points.

4th column Four 15s, four different runs of three (known as a "quadruple run"), and two pairs—a total of 24 points.

Norton D. Kinghorn, the inventor of Solitaire Cribbage, is chairman of the English department at the University of North Dakota.



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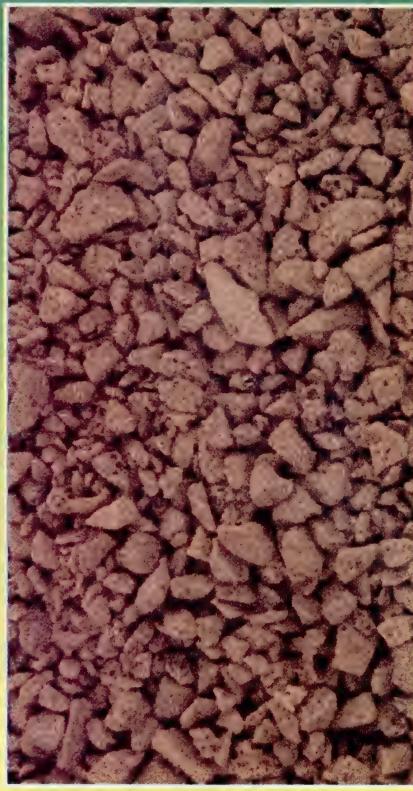
2. Can do

WHAT ARE THESE OBJECTS?

Answer Drawer, page 74



3. Idaho stripper



4. Morning quickie



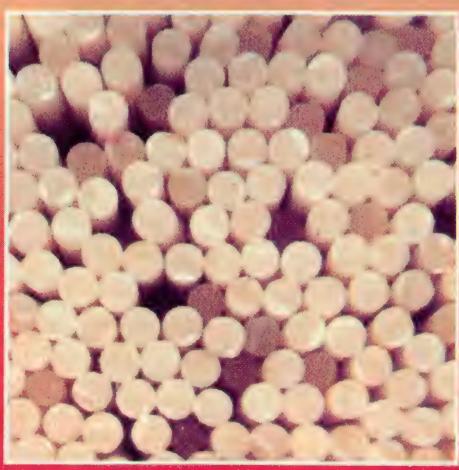
6. Clothes closer



9. The reel thing



5. Underworld connection

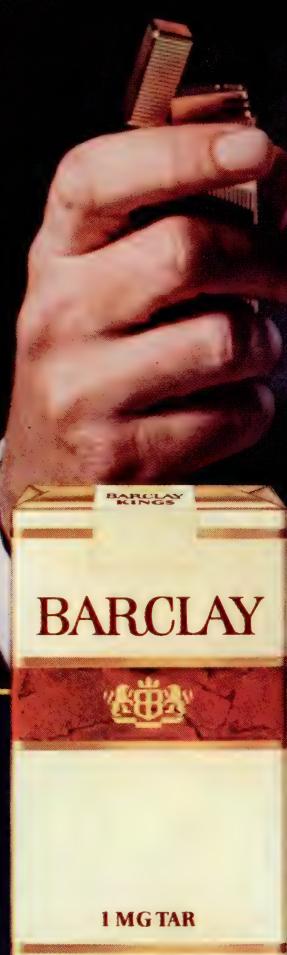


8. Fit to be tied

7. Use your noodle

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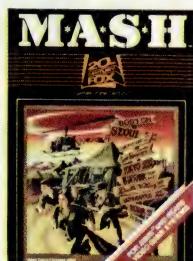
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Games of the Century

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CONTEST RESULTS



The grand prize for sand architecture goes to Todd Vander Pluym, of Redondo Beach, CA. His majestic castle, right, seems to loom from the sand cliffs like the Alcázar in Spain. A detail from an archway, shown in the inset, reveals painstaking effort worthy of a medieval craftsman. Gerald Lynas, of New York, NY, takes top honors in the sculpture category for the forbidding face-in-a-maze, above.

Below are three of the 50 runners-up, each of which wins its creators a copy of "Sandcastles" by Joseph Allen and Marshall Harrington. Donald Titlow, of Lansdale, PA, sculpted King Kong (far left); besides gripping Fay Wray, he's munching on a Volkswagen. Joe Redington and Kali Bradford, of Del Mar, CA, combined to create a Flash Gordon fantasy version of Ming the Merciless' palace (center). And Cathy Winer and Julie Rosenthal, of Baltimore, MD, took a toe-hold on honorable mention with their sand pun. The full list of runners-up appears on page 74.

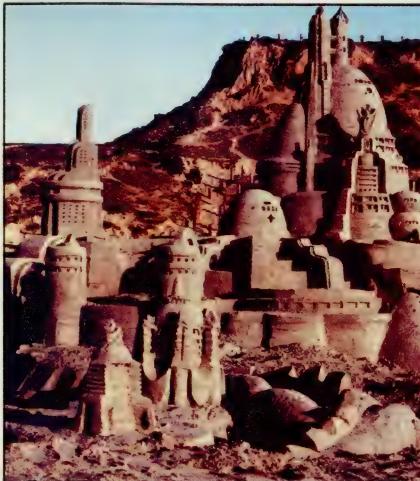
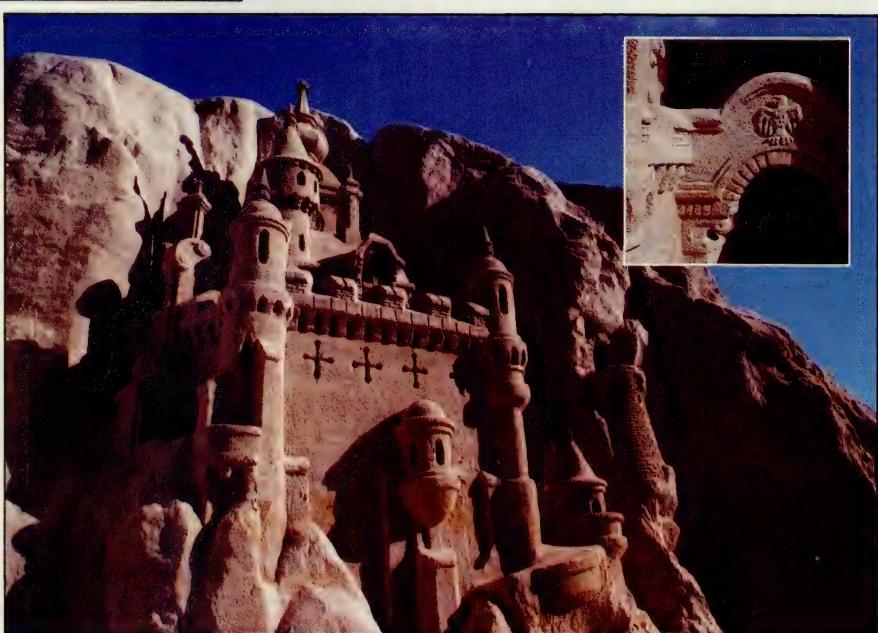
SAND FANTASIES

From July/August 1982

To some, sand castles are so transient they must seem a washout. But building them does have its delayed rewards, especially if you entered our Sand Fantasies contest last summer. Contestants who submitted photos of their sand architecture or sculptures had a chance to win a trip to Hawaii on American Airlines and a week of sun, surf, and more sand-casting at Makaha Valley plantation on Oahu, courtesy of American International Vacations.

Though most architectural submissions used imaginary subjects, they often looked solid enough to stand up to the waves. One fanciful 25-foot-high castle took 20 people five days to complete. Another deluxe castle came with built-in lights, two lakes, and a running waterfall. The sculptures offered even more whimsical visions. Among the numerous dragons, mermaids, and Pac-Men were a huge head of what seemed to be Gene Shalit, with seaweed for bushy hair, a cluster of monsters spouting evil vapor from their mouths (thanks to dry ice), and even an X-rated orgy. Well, we did ask for your fantasies.

—C.S.



Fill-in-the-Puns

Can you supply the missing pun(ch)lines to these winning entries?

Answer Drawer, page 74

GLUTTONS FOR PUN-ISHMENT

From February

After poring over the 2,000-odd (some very odd) puns submitted to our "Gluttons for Pun-ishment" contest, our minds have been thrown into a jumble. We can't remember—does the song go "I left my harp in Sam Clam's Disco" or "I left my tart in Aunt Fran's Crisco"? Do you "still two Kurds with one bone" or "skill two birds with one tone"? And what is it that Mom was always warning us . . . "A niche in time saves Stein"?

As one entrant suggested, the judges of a pun contest have to organize the submissions into "awful-bad"ical order, which is precisely what we did. The best were also the worst—those that made us groan.

In judging, we decided that the longer the setup was, the better the punchline had to be. We tended to frown upon forced setups with conveniently manufactured words or names (such as the one about a tennis player named Wонгud Terndy—we'll leave it to you to guess the joke). Duplicated entries were eliminated out of hand—originality was vital. Although the contest called for fill-in-the-blank punchlines, one entrant must have thought we were psychic; after a long setup involving crazed piglets and a frantic farmer, the punchline began, "Shirley! You'll never guess what happened!"—followed by a series of blanks, left for us to fill in. We still don't know how it all came out.

The best entry, in the opinion of the judges, came from Lloyd F. Botway, of Pasadena, MD, who wrote to say, "I almost hate to share this one, because it is both original and my friends' favorite." But it's hard to keep a good pun down, so here it is: "Ever wonder what happened to Mary Poppins after she left the nanny business? She moved to Los Angeles, where she opened a fortunetelling stand and specialized in predicting bad breath. Her sign read, 'Super California Mystic. Expert: Halitosis.'" Lloyd will receive the grand prize, a Panasonic AM/FM stereo radio with phonograph and cassette recorder, plus a half hour of groans recorded by the GAMES staff.

The runner-up puns are offered in the box at right for you to solve. Their creators win GAMES T-shirts. And an honorable mention T-shirt goes to Jack Sharkey, El Toro, CA, whose pun—involving an allergic scion, a thoughtless butler, and an albino maid—is too long to print but groan-worthy nonetheless.

—R.L.

1. Eve thought Adam needed a change of clothing, so she persuaded him to _____ a new _____.

—Ruth W. Wall, Goodwater, AL

2. When Martina Navratilova defected to the United States, she went to the State Department and asked, "Do you _____ here?"

—Kathryn D. Smith, Ledyard, CT

3. A man was being operated on when his doctor suffered an epileptic fit and botched the operation. The patient sued, claiming his constitutional rights had been violated. And he won, since the Bill of Rights clearly prohibits _____.

—Mike Dornan, Brookline, MA

4. McDonald's is test-marketing a new, mineral-packed snack: Rejected five-cent coins from the U.S. Mint are drenched in batter and quick-fried to a delicate crunch. They're calling them _____.

—David F. Dean, New York, NY

5. The rock band The Who was on the final leg of its farewell tour, and tempers were running short after the grueling trip. Roger Daltrey, the group's lead singer, trashed the hotel room in which the band was staying and threw a bellhop out the window. The hotel sued, and when the case came to court, the prosecution not only asked for damages, but also that the singer be placed in a home for the insane. The judge quickly threw out the case, using as his guide the famous Biblical admonition, "_____."

—Joe Mecca, Rome, NY

6. In midtown Manhattan, Mr. Fork and Mr. Spoon are enjoying a drink at the Utensil Club.

Mr. Spoon: "Who was that ladle I saw you with last night?"

Mr. Fork: "That was no _____, that was my _____!"

—Greg Cohen, Brooklyn, NY

7. When Admiral Rickover captained the U. S. S. Missouri, he was famous for his daily strolls along the ship's decks. On these walks, Rickover would exchange pleasantries with everyone he met, and for this he was much admired. One day, however, when he was not aboard, the Missouri ran ashore and was destroyed. Sad to say, Rickover's men had _____.

—Chris Doyle, Burke, VA

8. A fast-food restaurant specializing in Indian dishes went out of business only a few days after opening. Evidently, the cook had committed _____.

—Robin Crocker, Abaco, Bahamas

9. The boy simultaneously contracted measles, mumps, chicken pox, and a cold. His mother took him to a doctor who quickly _____ with the _____.

—Len Elliott, Auburn, WA

WRONG IS RIGHT

From February

We always knew our readers could tell right from wrong, but could they get from one to the other in fewer than 23 steps? That was the challenge set forth in February's Your Move: Change **WRONG** to **RIGHT** one letter at a time, "producing a common, uncapitalized English word at each step." The usual laddergram convention applied, of course—letters were to be changed but not moved.

The winning entry took 19 steps. Beginning with **WRONG**, there are two main paths, **PRONG** and **WRING**, and Kyle Corbin, of Raleigh, NC, submitted a 19-step solution for each. Both are given below, and Kyle wins the GAMES T-shirt.

Using a rather liberal interpretation of

"common," we're awarding a T-shirt also to Jeremy Rubinoff, of Randallstown, MD, because his 10-step solution was by far the shortest submitted: **WRONG, PRONG, PRONE, PHONE, PHONS, PIONS, SIONS, SIGNS, SIGHT, RIGHT.** The word **SIONS** did not meet our strict interpretation.

—B.H.

The Winning Entries

WRONG, PRONG, PRONE, PHONE, PHONY, PEONY, PEONS, PEENS, TEENS, TERNS, TURNS, BURNS, BURNT, BURET, BERET, BEGET, BEGOT, BIGOT, BIGHT, RIGHT

WRONG, WRING, BRING, BRINE, TRINE, THINE, THINS, THENS, TEENS, TERNS, TURNS, BURNS, BURNT, BURET, BERET, BEGET, BEGOT, BIGOT, BIGHT, RIGHT

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WILD CARDS

Edited by Stephanie Spadaccini

HARRY HARDWAY

Check, Please

The questions we're asked on a typical day are simple: "What time is it?"; "Which way is Fifth Avenue?"; "Daddy, why does your face turn red when Mommy beats you at chess?" And they require simple answers: "Three o'clock"; "Straight ahead one block"; "Go to your room."

Not for Harry Hardway. Harry's a lovable fellow—got a wife, kids, lots of friends, a good job—but he can never bring himself to answer a simple question simply, to the exasperation of said wife, kids, and friends.

For instance, if you had just walked from Third Avenue and now stood on Fourth Avenue, and if you happened to ask Harry which way Fifth Avenue was, he'd tell you to go back to Third, turn right for two blocks, make three more rights and two consecutive lefts, then go straight ahead one block.

Not everybody loves Harry. Waiters do not love Harry. Take the other night.

Harry went out to dinner with his friends Larry, Barry, and Gary. Harry sat across from Gary. At Gary's right, opposite Barry, sat Larry.

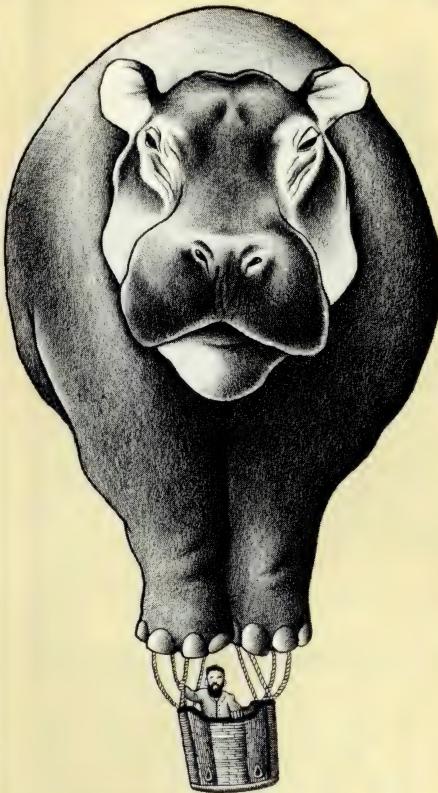
When the waiter came to take their orders, Larry and Barry ordered steak, Gary chose fish, and Harry ordered like this:

"Unless the man at the left of the man opposite the man who ordered fish is not having what the man across from the man at the right of the man at my left is having, then I'll have what the man across from the man at the right of the man opposite me ordered. Otherwise, bring me duck à l'orange."

Assuming "right" and "left" from the viewpoint of the diners, what did Harry order?

—B.H.

Answer Drawer, page 76



TRIVIA

The Music, Man

Fill in the numbers missing from the following song titles, and they will add up to a double-digit number that appears in the title of a well-known song.

1. "Sweet Little _____"
2. "_____ Cents a Dance"
3. "_____ Days a Week"
4. "Dedicated to the _____ I Love"
5. "_____ Coins in the Fountain"
6. "I Got Plenty O' _____"
7. "Let the _____ Winds Blow"
8. "_____ Less Bell to Answer"
9. "Knock _____ Times"
10. "Tea for _____"
11. "_____ Tons"
12. "_____ Little Indians"
13. "Just the _____ of Us"

—G.R.

Answer Drawer, page 76

TEASERS

Something You Can Find Around the House

You probably consider yourself a fairly observant person, yet there are things in your everyday surroundings that you may never notice. Here's a test of your powers and habits of observation. Just sit where you are—don't even look up from this page—and see how many of the following questions you can answer.

1. What color is your front door—inside and out?
2. When you walk out your front door, are you facing north, south, east, or west?
3. How many closets are there in your house or apartment?
4. How many electrical outlets are in your living room?
5. How many shelves are in your medicine cabinet?
6. On the lamp nearest your bed, what is the color of the cord?
7. To lock your front door, which way do you turn the key in the lock?
8. How many clocks and watches are there in your house, including any not in use?
9. What is the lowest temperature you can select on your oven dial?
10. What is the highest number on your bathroom scale?
11. What is the total number of pillows in all rooms? (Include bed pillows, throw pillows, big pillows, little pillows, etc.)
12. Exactly where is the on-off control switch on your TV?
13. What is the total number of panes of glass in the windows in the room you are sitting in?

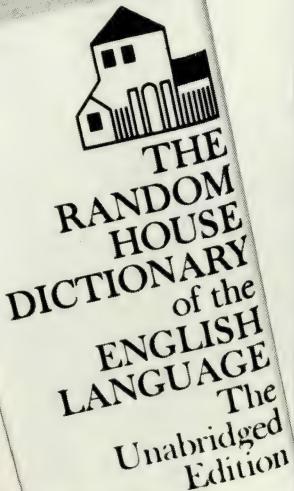
Scoring: Six or seven right is about average. More than seven right indicates that you're a keen observer. All 13 right? Impossible!

—Dan Carlinsky,
from Carlinsky Features

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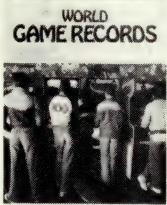
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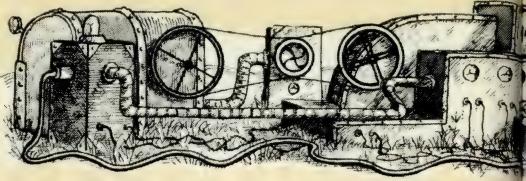
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TRIVIA

What's it All About, Oscar?

No, they're not summer reruns, nor are they obscure cult flicks—but the list of movie titles below has been edited for your viewing pleasure. Each one joins elements of the titles of two Oscar-winning "best pictures" to make a new, cryptic one. Can you split them and name all 20 winners?

1. *Ordinary Annie*
2. *The Deer, Part II*
3. *One Flew Over the Bridge*
4. *It Happened One Midnight*
5. *The Sound of Mutiny*
6. *In the Heat of the Chariots*
7. *Going Around the World*
8. *Gone With the Best Years*
9. *Ben Kramer*
10. *A Man for the French*

—Lola Schancer
Answer Drawer, page 76

FOR THE RECORD

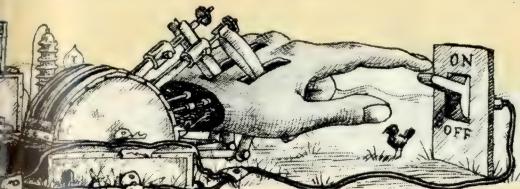
Toys in the Attic

The words "My name is Barbie" were first heard in 1959, when the Barbie Doll was introduced.

Below are 10 other popular toys or games (a-j). Can you match them with the years (1-10) in which they were created?

1. 1902	a. Bingo
2. 1913	b. Erector Set
3. 1916	c. Etch A Sketch
4. 1929	d. Frisbee
5. 1931	e. Hula Hoop
6. 1945	f. Lego Blocks
7. 1954	g. Lincoln Logs
8. 1956	h. Scrabble
9. 1958	i. Silly Putty
10. 1960	j. Teddy Bear

—Raymond D. Love
Answer Drawer, page 76

**NUMBER PLAY***An Omnipotent Ruler*

Eric was given an unusual ruler. It had only four marks on it, but they were placed so he could measure any integral length from one to 12 inches. The first mark was one inch from the end of the ruler. Where were the other marks?

—D.P.

Answer Drawer, page 76

HALL OF FAME*Daddy Dearest*

If you heard the pitter-patter of these children's feet, could you tell who the famous father would be?

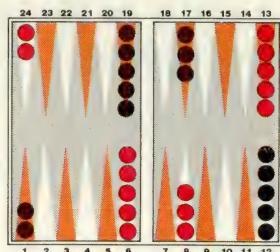
1. Marie	8. Maureen
Tatiana	Michael
Anastasia	Patricia
Alexis	Ronald
2. John	9. Moon Unit
Nelson	Dweezil
Laurence	Ahmet
Winthrop	Emuukha
David	Rodan
3. Jane	10. Frank
Peter	Nancy
Amy	Tina
4. Regan	Wayne
Goneril	
Cordelia	11. Keith
5. Michael	David
Jack	Bruce
Steven	John
Susan	Christopher
6. Julian	Robert
Sean	12. Elizabeth
7. Orestes	Mary
Iphigenia	Edward
Electra	13. Susanna
Chrysothemis	Hamnet
	Judith

—Anne and David Griswold

Answer Drawer, page 76

TEASERS*Great Prime Problem*

Start with the normal backgammon opening setup as shown. In just three legal moves of your choice, doubles included, build a six-point prime (at least two of your men on each of six successive points) from your two-point through your seven-point inclusive. Your opponent's pieces don't move.



—Bill Davis

Answer Drawer, page 76



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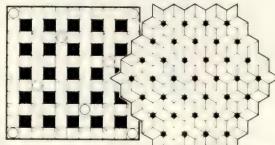
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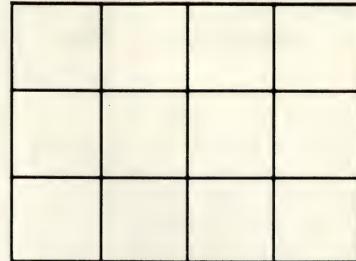
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TOUGH NUTS *Pathfinder*

Arrange the 12 letters that make up the words ZERO, ONE, TWO, THREE, FOUR, and FIVE in a 4×3 grid so that each of those words can be spelled *in order* by moving along a path of adjacent letters—horizontally, vertically, or diagonally. (You may stand on a letter and count it twice.)



—Merl Reagle
Answer Drawer, page 76

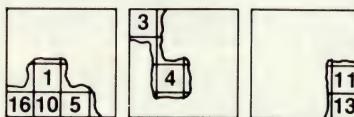
NUMBER PLAY *The Seer's Square*

Dusting the last bit of volcanic ash from the wall of the recently excavated villa, the professor stepped back and studied the frescoes his work had revealed.

"Yes," he said to his assistant, "this must have been the sanctum of the local soothsayer. You can see the fragments of magic squares on three of the walls. Oracles since the reign of Augustus have attached great importance to these squares: It was their practice to create one they felt was particularly magical, and then depict its four rotations on each of the four walls. From this fragment you can see that this square was four-by-four, and since the numbers 1 and 16 are visible, we can tell that the magic total was 34. It's a pity none of the squares is complete..."

"If these fragments are all rotations of the same square," his assistant broke in, "I think I can reconstruct it in its original form."

The fragments she worked with are shown below. Can you reconstruct the original square as she did?



—from *More Number Puzzles* (Prentice-Hall, Inc.) © 1981 by Kenneth Kelsey

Answer Drawer, page 76

TRIVIA *Name-Calling*

Some TV characters have names so outlandish or distinctive that you can't help remembering them. What shows harbored the following people? Note: Some characters on the list never actually appeared on-screen.

1. Hot Lips
2. Goober
3. Endora
4. Squiggy
5. Dano
6. Venus Flytrap
7. Tattoo
8. Festus
9. Huggy Bear
10. Pinky Tuscadero
11. Salami
12. Jim-Bob
13. Juan Epstein
14. Carlton
15. Chano
16. Wilhelm Klink
17. Mr. Sulu
18. Pickles
19. Gwen Pigeon
20. Schultzy
21. Maynard G. Krebs
22. Gopher
23. Kookie
24. Duane Doberman
25. Gunther Toody
26. Uncle Tonoose
27. Cinnamon
28. Exidor
29. Hey Boy
30. Dr. Strangepork

—M.E.S.

Answer Drawer, page 76

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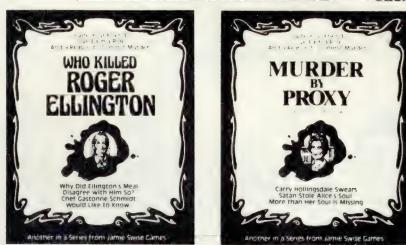
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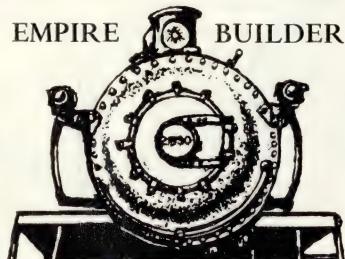
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ANSWER DRAWER

4 Your Move

Shopping Maul

These are the answers to the quiz. You can probably think of many other examples.

1. Music store: Lena's Hornes
2. Marina: Roger's Moores
3. Clothing alterations: Elizabeth's Taylors
4. Construction equipment: Bo's Dereks
5. Fruit stand: Jack's Lemmons, Ken's Berries
6. Bank: Johnny's Cash
7. Pet shop: Walter's Pigeons
8. Travel agency: Billie's Holidays
9. Slacks: Timothy's Bottoms
10. Golf equipment: Jeremy's Irons
11. Machine shop: Tuesday's Welds
12. Securities: Ward's Bonds
13. Jewelry: Neil's Diamonds, Minnie's Pearls
14. Notions: Red's Buttons
15. Golf club: Lorne's Greenes

A Puzzle With Merit



E.T. It Isn't

1. Little Boy Blue
2. The Three Little Pigs
3. The Ugly Duckling
4. Three Blind Mice
5. Humpty Dumpty
6. Old Mother Hubbard
7. Puss In Boots
8. Sleeping Beauty
9. Old King Cole
10. Little Red Riding Hood
11. Little Jack Horner
12. The Emperor's New Clothes

What's the Score?

The scores of the seven games actually played, and the teams that actually played them:

IBM	15	CBS	0
FCC	45	ERA	5
PDQ	38	ERA	12
COD	23	PDQ	13
PTA	38	RCA	7
IBM	34	RCA	3
COD	37	RCA	21

COD, Washington; IBM, Arizona State; FCC, Stanford; PTA, University of Southern California; PDQ, University of Arizona; CBS, University of California; ERA, Oregon State; RCA, University of Oregon

53 Talking Back

The world leaders are: 1. Idi Amin 2. Dwight D. Eisenhower 3. Benito Mussolini 4. Nikita Khrushchev 5. Winston Churchill 6. Harry S Truman 7. Richard M. Nixon 8. Adolf Hitler 9. Ronald Reagan 10. Jimmy Carter.

Eisenhower, Carter, and Hitler by Wide World Photos. Nixon, Churchill, Reagan, and Khrushchev by UPI. Truman by Ed Clark, Life Magazine © 1959. Amin by Camerapix. Mussolini by The Penguin Photo Collection.

16 Logic

A Hole in One

Dr. Feelgood was playing Conway, with Dr. Pepper.

The Boys in the Back Room

Phil Thomas of Texas won \$3,000. Bud Elliott of Nevada won \$2,000. Jeff Barnes of California won \$1,000. Dave Embry of New York lost \$2,000. Bill Byrne of New Jersey lost \$4,000.

A Slow Day at the Library

Jane, the plumber, arrived around noon, and took *The Castle*.

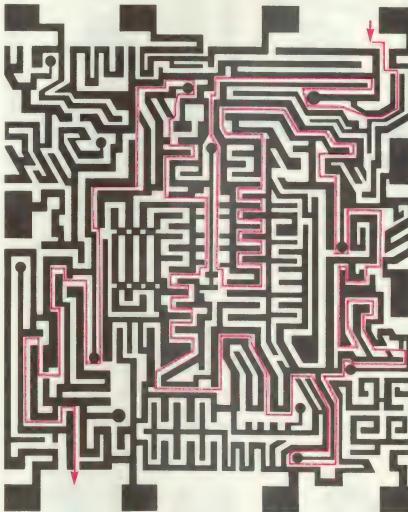
Rose, the lawyer, arrived around 1 P.M., and took *Erewhon*.

Nora, the teacher, arrived around 2 P.M., and took *Dubliners*.

Maureen, the student, arrived around 3 P.M., and took *Arrowsmith*.

Fran, the crossing guard, arrived around 4 P.M., and took *Buddenbrooks*.

36 Short Circuit



44 Double Cross

A. WITHOUT	M. MOTHERHOOD
B. INUNDATED	N. OPPORTUNE
C. LAUNCH	O. FORTHRIGHT
D. KHAKI	P. HASH
E. TENNESSEE	Q. ORGANIC
F. HEATH	R. LATHERING
G. EFFECTUATE	S. LUTHERAN
H. WASPISH	T. YOUTH
I. INQUISITIVE	U. WORTHWHILE
J. SUNUP	V. ODDS AND ENDS
K. DEARTH	W. OSHKOSH
L. OUT-OF-DATE	X. DAGGER

When Howard Hughes took over the RKO studio, he made a tour of the property and then left. Later the studio head called to ask Hughes what instructions he had for the running of his new acquisition. "Paint it," said Hughes and hung up.—(Max Wilk, *The Wit and Wisdom of Hollywood*)

31 Horsing Around

1. Horselaugh
2. Charley horse
3. Horseradish
4. Trojan Horse
5. Horse Feathers
6. Straight from the horse's mouth
7. Horse of a different color
8. Dark horse
9. Crazy Horse
10. Horseshoes
11. "Hold your horses!"
12. Horse sense
13. *The Electric Horseman*
14. Put the cart before the horse
15. Seahorse
16. Horsepower
17. Four Horsemen of the Apocalypse
18. Don't look a gift horse in the mouth

42 Summer Days Hint

The first word Across is HEAT WAVE.

6 Letters

I've Got Another Secret

1. Vera Wallis, logician, 7:25 P.M.
2. Lee Radner, social worker, 7:30 P.M.
3. Vicki Camerino, craftsperson, 7:50 P.M.
4. Lester Michaels, psychologist, 8:15 P.M.
5. Nancy Filler, nurse, 8:30 P.M.
6. Spence Franklin, researcher, 8:40 P.M.

22 All Eyes on Indy

The close-up scenes were viewed by the various cameras as follows: A-7, B-10, C-5, D-3, E-1, F-6, G-4, H-8, I-9, J-2.

48 Link-Letters

1	F	O	R	T	H	R	I	G	H	T
	C	A	P	A	C	I	T	Y		
	B	R	O	K	E	R	A	G		
	G	R	A	N	D	M	O	T	H	E
	D	I	S	H	O	N	E	S	T	
	C	O	M	M	A	N	D	E	E	R
	H	O	N	E	Y	C	O	M	B	

2	S	W	E	E	P	S	T	A	K	E
	N	I	G	H	T	M	A	R	E	
	P	A	N	T	A	L	O	O	N	S
	L	A	N	D	S	C	A	P	E	
	B	O	O	K	P	L	A	T	E	
	D	U	L	E	E	T	I	N		
	D	I	V	E	R	G	E	N	T	

3	E	N	T	E	P	R	I	S	E	
	C	A	S	T	A	N	E	T	S	
	G	I	N	G	H	M				
	L	I	T	E	R	A	L	L	Y	
	P	A	R	A	M	O	N	U	N	
	D	I	S	C	O	N	T	E	N	T
	M	A	I	N	S	T	R	E	A	M

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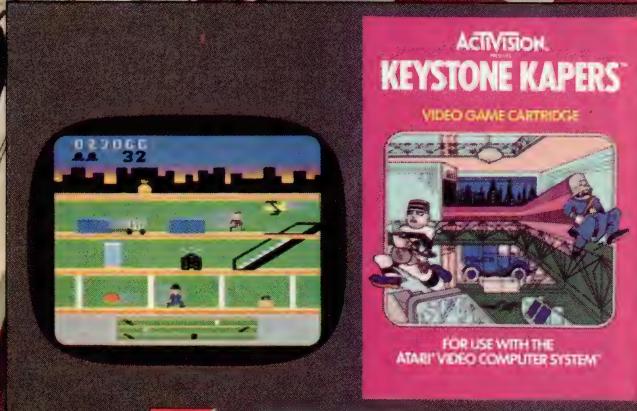
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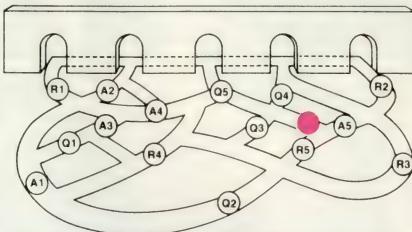
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42 Summer Days

HEATWAVE	WARM	LAWNCHAIR
A A A A A	O A A	A
MUGGY	COOLDRINK	PICNICS
M A A K S	E A G	UN
OM CATCH T	R GARDEN	
CHEER I E BASK	L I	
K S OUTING E C CHILDREN	D I	
ON N A R A D O G		
TALCUM I ICECREAM I W		
E E BUGS H E N C		
R I TOUR G SAILS A B		
A U GAZEBO C H SWIM		
C R Z L M VISTA N		
EXERCISE FAMILY R C		
E T E A C T FISH		
SEASHORE R CRUISE A I		
P O E P H S R I		
E TREAT COOKOUT F STROLL		
E T C O L R A		
DIP SCHOOL IS OUT BIKINIS		
B L L R S A		
BO ALFRESCO A BASEBALL B		
A Y G C I E WADER		
HORSEBACK FLOWERS D R		

50 In the Enchanted Garden

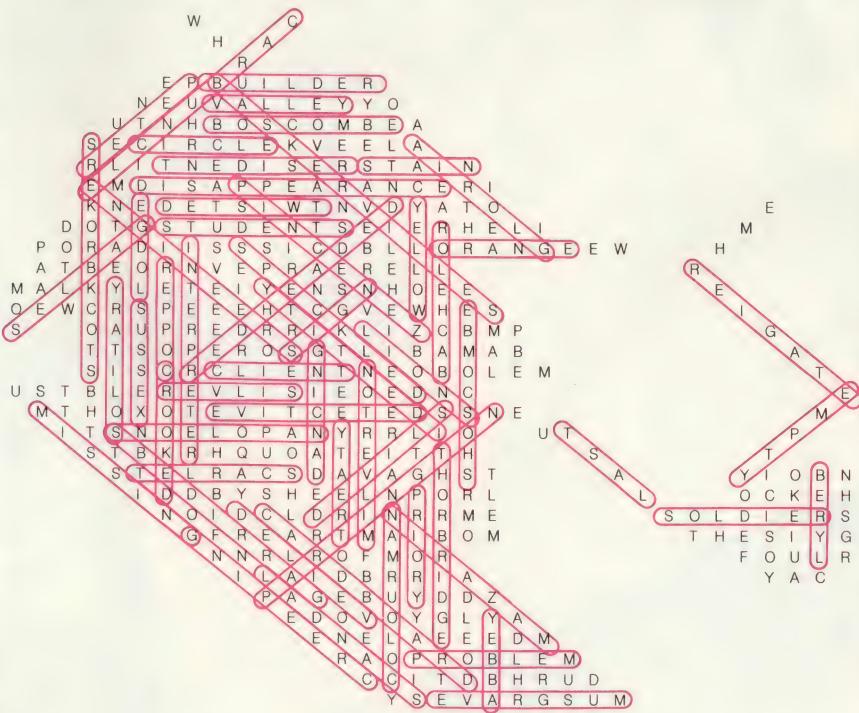
The position of the characters at the times the photos were taken are shown in the diagram below. Note that all three characters have finished the game one move away from the Magic Stone, which is shown in red. In their final move, seen in the photo below, they all land on the Magic Stone—with consequences that remain to be seen.



33 Rogues' Gallery

AGNES	AHOP	REDS
TRIAL	DALI	ECRU
MUNRO	VIET	CHAR
EBENEZER	SCROOGE	
GAR	HOI	
THE BIG BAD WOLF		
RIKEN	RIOT	LOW
IT'S A STENO	MAMA	
GEO BEAT	DARED	
MEAN JOE GREENE		
RID	REY	
IVAN THE TERRIBLE		
ROSE	OPEC	UNION
OTIS	MELT	NITRO
NEST	EELS	STEEL

32 The Game is Afoot!



ANSWER DRAWER

34 On Broadway

1. Sophisticated Ladies
2. My Fair Lady
3. Mame
4. A Funny Thing Happened on the Way to the Forum
5. Evita
6. Stop the World, I Want to Get Off
7. A Chorus Line
8. Hair
9. Grease'
10. How to Succeed in Business Without Really Trying
11. Sweeney Todd
12. The Best Little Whorehouse in Texas
13. Cats

45 Shake-Down

P	U	M	P	K	I	N
A	N	G	E	L	I	C
P	H	Y	I	C	S	S
F	L	O	R	I	S	T
T	R	A	P	E	Z	E
J	U	K	E	B	O	X
E	X	P	L	O	I	T
K	E	T	C	H	U	P

18 Carnival Gaffs

Three-Marble Tivoli

The gaff is twofold. The nails are cunningly arranged so that a track is formed down the middle of the board. A marble released into this track cannot leave it, and a marble released on either side of it cannot enter it. Notice that all the odd slot numbers are together in the middle, and all the evens on either side. The compartment at the top is actually three compartments, and the operator puts one marble in each. The marbles in the two outside compartments, unable to enter the middle track, always end up in even-numbered slots. In the center compartment is a nail that divides this compartment in two. If the operator places the center marble on one side of the nail, it enters the middle track, producing an odd total; if he places it on the other side, it enters the board outside the middle track and ends up in an even-numbered slot, producing an even total.



High Striker

The gimmick is not in the springboard, as many people speculate while watching or playing the game, but in the wire track. The mast needs two guy wires for support; when you see more than two, one of them may be a continuation of the wire track on which the weight travels. This guy wire will be situated near the operator of the joint so that he can casually lean against it. When he does, the wire track is tautened, and a good strike with the mallet will ring the bell. When the operator stops leaning on the wire it becomes slack, causing the weight to wobble on its way up, thus preventing it from reaching the top. The harder the strike, the greater the wobble.

Spot the Spot

One gaff is to use larger disks when demonstrating the game. If the grifter always has a dozen or so of the regular (i.e. smaller) disks in his hands, he can tell them from the larger ones by feel and can easily make the switch undetected.

Another gaff is a spot that is slightly elongated at one point (but not enough to be noticed at a casual glance) and a "key" disk that is elongated to match it. Dropping the key disk first, and making sure it is correctly oriented, the grifter will be able to cover the spot. The mark, however, without benefit of the key disk, will find the task impossible.

A spot painted on oilcloth can be distorted by stretching the cloth. Just as the mark begins to

47 In a Knot Starting Hint

The answer to 1-Across starts in the fifth square of the top row.

46 House Party



drop the disks, the grifter leans on the counter, stretching the material and distorting the spot so that it cannot be covered by the disks.

The Swinger

There are two common ways of gaffing this game. One is to drill the hole in the bottom of the pin very slightly off center. When the grifter demonstrates the game or wants you to win, he sets up the pin with its bulk at the left of the center point. If the ball is aimed to just miss the pin on the right, it will knock it over on the way back. When the grifter wants you to lose, he sets up the pin with its bulk either centered or at the right of center. Now for the ball to miss the pin on the outswing to the right, it must describe a wider arc. When that arc is duplicated on the left, as it must be, the ball will miss the pin. The effect of friction on the degree of arc is not enough in a single swing to change the outcome.

The frame from which the ball is suspended can also be gaffed. The ball is hung a little off center, and when the grifter wants you to lose, he leans surreptitiously against the frame, shifting it to a predetermined point at which the ball is centered directly over the pin. It will then always miss, as above.

Some grifters, unwilling to risk the discovery of physical evidence, use a perfectly centered ball and pin. Since that game cannot be won without cheating, they cheat. When showing the game, they use a deceptive motion to release the ball only after pushing it past the pin. But this is just a cheap trick, not worthy of being called a gaff.

Ring Toss

The knife handles in front are angled toward the rear of the store and cannot be ringed from the player's direction.

Hammer and Nail

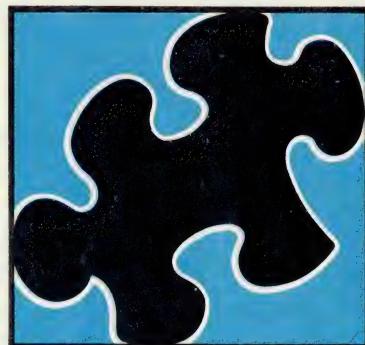
Inside the large pocket in the carpenter's apron is a smaller pocket with a supply of hard nails. These are the ones used to demonstrate the game or to let you win. When your money is on the line, softer nails are used. Although they look and feel just like the other ones, they cannot withstand a hard blow and bend on impact. They can be driven into the wood, but only by a series of lighter blows.

The String Game

Before the store is opened for the day, the strings that are attached to good prizes are separated from the others and their ends are doubled back into the collar so that they can't be chosen.

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ANSWER DRAWER

62 Contest Results

Fill-in-the-Puns

- turn over . . . leaf
- cache Czechs
- unreasonable surgeon seizures
- Krispy McNickels
- Thou shalt not commit a Daltrey
- ladle . . . knife
- grounded the warship he walked on
- hurry-curry
- dispensed . . . four maladies

Sand Fantasies: Runners-Up

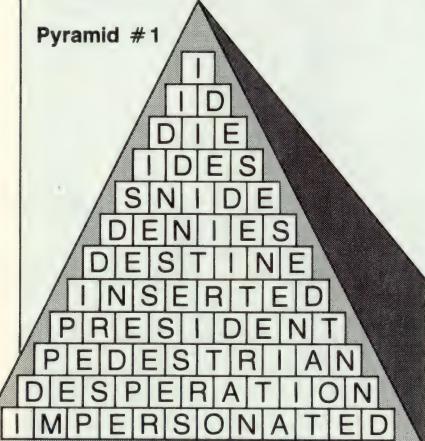
The runners-up in our sand-castling contest were: L.A.R. Andowsky, Rialto, CA; Donna Barnett, Albuquerque, NM; Sue Beiter, Glen Rock, NJ; Matthew Brownstein, Huntingdon Valley, PA; Erin Castner, Kingston, Ontario; Sarah Chuang, Irvine, CA; Steven Ciullo, Farmington, NY; N.H. & C.E. Clark, Fair Haven, NJ; Nina Crothers, Northford, CT; Jerry Dodson, Newport News, VA; Kim Esl, Belleville, PA; Annie Frontino, Truckee, CA; Mary Gess, Baton Rouge, LA; M. Greene, Bernardsville, NJ; Lisa Gregory, Martinsburg, WV; John Howdley, Struthers, OH; Theresa Jensen, Chicago City, MN; Lori Jessup, Boardman, OH; David Johnson, San Jose, CA; Kathy Jones, Los Angeles, CA; Cathy Leavy, Bowie, MD; Michael Levinson, New York, NY; Paul Lewandowski, Snyder, NY; James Lewis, San Francisco, CA; Michael Lewis, Portland, OR; Steffie McEwan, Fort Collins, CO; Wendy McLaughlin, Londonderry, NH; David Moman, Madison, IN; David Morris, Webster, NC; Lisa Mullins, Darien, CT; Joey Naylor, Houston, TX; Julie Park, Lincolntown, NC; Dennis Phipps, East Pepperell, MA; Bruce Potter, Richmond, VA; Joe Redington and Kali Bradford, Del Mar, CA; Pam Richardson, High Point, NC; Baron Roller, Harrisonburg, VA; Sarah Russell, Chestnut Hill, MA; Maria Sension, Altoona, PA; Andy Tarrant, Calgary, Alberta; Donald Titlow, Lansdale, PA; Peter Toot, Montgomery, OH; Tobin Vonder Nuell, Whittier, CA; Gia Marie Viggiani, Philadelphia, PA; Tanya Walker, Long Beach, CA; Alan Warren, Hallendale, FL; Linda Webb, Ossineke, MI; Jackie Weisgerber, Clearwater, FL; Leigh Wild, Briarcliff Manor, NY; Cathy Winer and Julie Rosenthal, Baltimore, MD.

58 Eyeball Benders

- Hubcap
- Can opener
- Potato peeler
- Instant coffee
- Sewer grate
- Button
- Spaghetti
- Shoelaces
- Spool on a cassette tape

29 Word Pyramids

Pyramid #1

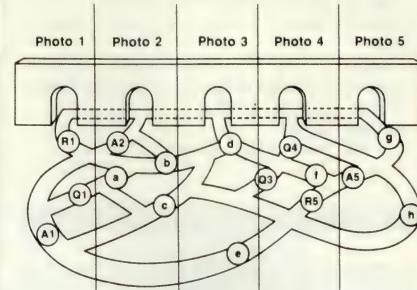


41 Sentences Per Se



50 Enchanted Garden: Hint

The part of the Queen's dress visible in the third photo and the shadow in the fifth photo show the Queen's third location and the Rabbit's fifth location; they are indicated on the following diagram, along with the other character positions seen in the photos:



30 Cryptologists

1. American Tourist Attractions

Niagara Falls
Lincoln Memorial
Disneyland
Statue of Liberty
Washington Monument
Gateway Arch
Yellowstone Park
Mount Rushmore

2. Popular TV shows 20 Years ago

Beverly Hillbillies
Candid Camera
Perry Mason
Bonanza
The Lucy Show
Wagon Train
Ben Casey
Hazel
Gunsmoke

3. Famous Felines

Felix
Tony the Tiger
Morris
Fritz
Pink Panther
Puss in Boots
MGM lion
Mehitabel
Sylvester
Krazy Kat

4. Eskimo Items

Siberian husky
Mukluk
Harpoon
Nose rubs
Parka
Dogsled
Sealskin
Kayak
Blubber
Kerosene

5. Practical Jokes

Red-hot gum
Whoopee cushion
Squirtin flower
Dirty soap
Fly-in-the-ice cube
Phony blood
Exploding cigar
Dribble glass
Rubber spider

6. Things Invented in the 1600s

Adding machine
Slide rule
Telescope
Cribbage
Calculus
Air pump
Micrometer
Pendulum clock
Proportional compass

To figure out which characters occupied stones (a) through (h) at what times, and to locate the Magic Stone, one method is to list the possible routes for each character and then eliminate those that are contradictory or ruled out by the photos. It's important to remember that no stone can ever be visited more than once. A chart might be started as follows:

	Photo 2	Photo 3	Photo 4	Photo 5
Alice	(known)	a b	b	(known)
		b g		
		g b		
		g h		
Rabbit				(known)
Queen		(known)	(known)	

The routes b-d and b-g seem possible for Alice if you consider only the map, but the lack of a shadow in the left edge of photo 3 means that (b) could not have been occupied at the time photo 3 was taken; thus, those two routes have been crossed out. Further eliminations will be possible as the other characters' routes become known. For example, if you could prove that the Queen or the Rabbit occupied (h) in any photo, the route g-h would be ruled out for Alice.

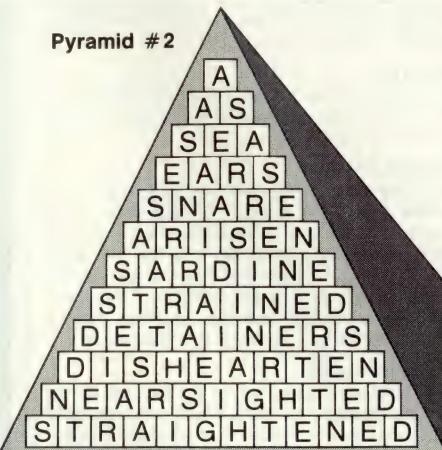
Answer Drawer, page 72

43 Cryptic Warm-Up Puzzle

ACROSS

- RACY. The word RACY (defined as "risqué") is the name TRACY ("actor Spencer") missing its first letter, or "topless."
- WEATHER. When the word WEAR is placed outside THE ("article"), the result is WEATHER ("it may be rainy").
- RESTORE. The answer RESTORE ("put back") is a combination of REST ("surplus") and ORE ("raw metal").
- RENT. The word RENT in two different senses means "housing payment" and "torn."
- REWARD. The answer REWARD ("prize") is the word DRAWER ("sketcher") reversed. The word "returned" suggests the reversal.
- COARSE. The word COARSE ("rough") sounds the same as COURSE ("18 holes of golf"). The phrase "we hear" indicates the homophone.
- THRONE. The answer THRONE ("king's chair") is an anagram of HORNET. The words "flying around" suggest the rearrangement.
- ARDENT. The word ARDENT ("passionate") is literally found in the letters of "gARDEN Tryst."

Pyramid #2



ANSWER DRAWER

43 Cryptic Crossword

ACROSS

- 1 Draft (two meanings)
- 4 Maelstrom (Mars motel)
- 9 Shamrocks (sham + rocks)
- 10 Digit (dig it?)
- 11 Air raid (A-1 + RR + aid)
- 12 Littler (litter + L)
- 13 Complimentary (commentary + lip)
- 16 Generalissimo (Missile Range O)
- 21 Nabokov (Van book)
- 23 Cleaver (clever + a)
- 24 Taint ('taint)
- 25 Speed trap (pet spared)
- 26 Palisades (sad leap is)
- 27 Meets (Mets + E)

DOWN

- 1 Dispatch (spa + ditch)
- 2 Anagram (a + nag + ram)
- 3 Tarpaulin (art + Paul + in)
- 4 Macadam (madam + a + C)
- 5 Epsilon (one slip)
- 6 Sadat (sat + a + D)
- 7 Regally (allergy)
- 8 Mature (true Ma)
- 14 Amsterdam (stream + dam)
- 15 Corrupts (purr + cots)
- 16 Gabriel (Brie + gal)
- 17 Revised (DeVries)
- 18 Lockers (closer + k)
- 19 Inverse (in verse)
- 20 Instep (spinet)
- 22 Kites (Helsinki TEST)

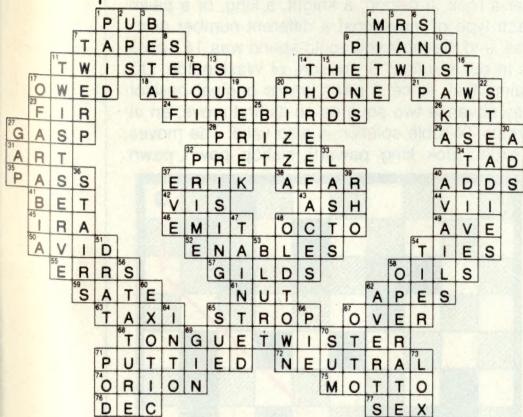
33 Blanks and Blanks

- 1 Bread and butter
- 2 Vim and vigor
- 3 Fish and chips
- 4 Born and bred
- 5 Cash and carry
- 6 One and only
- 7 Life and limb
- 8 Part and parcel
- 9 Stars and stripes
- 10 Wash and wear
- 11 Spick and span
- 12 Rock and roll
- 13 Shoes and socks
- 14 Pride and prejudice
- 15 Tried and true
- 16 Live and learn
- 17 Thick and thin
- 18 High and mighty

45 Constellations

- 1 The French Connection
- 2 Raiders of the Lost Ark
- 3 Sophie's Choice

47 In a Knot



Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for the Super-Yo and appeared on page 57. Model by Jim Wilson. Photograph by Carl Waltzer.

24 Chocolatrivia

1. (b) And how sweet it is.
2. (a) After having undressed many Kisses, we find the average wrapper to measure 2 1/4 by 2 1/4 inches—an area of about 5 square inches.
3. (a) Unless, of course, you fed it to someone else.
4. (a) According to the Hershey Foods Corp., an ounce of milk chocolate contains 150 calories. Since six Hershey's Kisses weigh one ounce, each Kiss is worth 25 calories.
5. (a) Several such bars were sampled for experimentation, to make sure there were no discrepancies in the number of segments per bar.
6. (c) Fry and Sons.
7. (a), as quoted in *Chocolate News*, May/June 1982.
8. (a), according to the M & M/Mars company.
9. True, according to *The Chocolate Bible* by Adrienne Marcus (G.P. Putnam's Sons, 1979).
10. (c) The 1980 *Guinness Book of World Records* records this wondrous feat, which occurred in Victoria, Australia in 1978.
11. Part 1: Rejoice! True.
Part 2: Alas. Also true.
12. (c), according to the Nestlé Company.
13. (c) and that's almost enough to eat one's way to the moon!
14. (b), Raisinets.
15. (a) Dark or bittersweet chocolate
(b) White chocolate
(c) Milk chocolate
16. Twelve. *Theobroma cacao* is a tropical evergreen that appropriately blooms year-round.
17. 40 brown, 20 yellow, 20 orange, 10 green and 10 tan. Red M & M's were discontinued in 1976. (Sorry for the red herring.)
18. (b) Pop's is featured in the Archie comic strip.
19. (c) According to the American Dietetic Association and the FDA, milk chocolate contains about 5 milligrams of caffeine per ounce. You would have to eat at least 12 Hershey bars, weighing 1.5 ounces each, to get the 93 to 153 milligrams of caffeine in one cup of coffee.
20. Snickers, according to the National Candy Buyers Brands Survey.
21. (a) Almond Joy and Mounds, respectively
(b) Hershey Bar
(c) Reese's Peanut Butter Cups
(d) Nestlés
22. (b), about 675, but our author has eaten his way only up to 542.
23. (b) Originally called chocolate *mayonnaise*, the scrumptious concoction of chocolate, eggs, heavy cream and liqueur was invented by Toulouse-Lautrec.
24. (c) According to the Chocolate Manufacturers Association of the U.S.A.
25. Undeniably true.

31 Getting Nowhere Fast



Now that you have
the proper house
with the proper address
have the proper
housewarming.



There's only one Sambuca Romana

WILD CARD ANSWERS

Check, Please

Harry ordered duck. What he said to the waiter, in simpler form, is: "If Larry ordered the same thing as Gary, I'll have steak." Since Larry ordered steak and Gary ordered fish, Harry does not get steak.

The Music, Man

1. Sixteen	8. One
2. Ten	9. Three
3. Eight	10. Two
4. One	11. Sixteen
5. Three	12. Ten
6. Nuttin'	13. Two
7. Four	

These answers add up to 76, as in "76 Trombones" from Meredith Willson's *The Music Man*.

What's it All About, Oscar?

1. *Ordinary People* ('80); *Annie Hall* ('77)
2. *The Deer Hunter* ('78); *The Godfather, Part II* ('74)
3. *One Flew Over the Cuckoo's Nest* ('75); *Bridge Over the River Kwai* ('57)
4. *It Happened One Night* ('34); *Midnight Cowboy* ('69)
5. *The Sound of Music* ('65); *Mutiny on the Bounty* ('69)
6. *In the Heat of the Night* ('67); *Chariots of Fire* ('81)
7. *Going My Way* ('44); *Around the World in 80 Days* ('56)
8. *Gone With the Wind* ('39); *The Best Years of Our Lives* ('46)
9. *Ben Hur* ('59); *Kramer vs. Kramer* ('79)
10. *A Man for All Seasons* ('66); *The French Connection* ('71)

Toys in the Attic

1. (j) 1902 (Teddy Bear)
2. (b) 1913 (Erector Set)
3. (g) 1916 (Lincoln Logs)
4. (a) 1929 (Bingo)
5. (h) 1931 (Scrabble)
6. (i) 1945 (Silly Putty)
7. (f) 1954 (Lego Blocks)
8. (d) 1956 (Frisbee)
9. (e) 1958 (Hula Hoop)
10. (c) 1960 (Etch A Sketch)

An Omnipotent Ruler

The ruler was marked at 1", 4", 7", and 10" from the end of the ruler. Lengths could be measured between different pairs of marks, as follows: 1" = 0-1; 2" = 10-12; 3" = 4-7 or 7-10; 4" = 0-4; 5" = 7-12; 6" = 4-10 or 1-7; 7" = 0-7; 8" = 4-12; 9" = 1-10; 10" = 0-10; 11" = 1-12; and 12" = 0-12.

Daddy Dearest

1. Nicholas II
2. John D. Rockefeller
3. Henry Fonda
4. King Lear
5. Gerald Ford
6. John Lennon
7. Agamemnon
8. Ronald Reagan
9. Frank Zappa
10. Frank Sinatra
11. John Carradine
12. Henry VIII
13. William Shakespeare

Great Prime Problem

A correct sequence of moves is: 6-6 (13 to 7 three times and 8 to 2), 4-4 (13 to 5, 8 to 4, and 6 to 2), and 3-3 (8 to 5, 7 to 4, and 6 to 3 twice). Other solutions are possible, but they all involve plays of 6-6, 4-4, and 3-3.

Pathfinder

W	T	N	Z
H	O	E	V
U	R	F	I

The Seer's Square

The professor discovered the "magic total" (34) in this way: A four-by-four square contains only 16 numbers. Since the numbers 1 and 16 are visible, the sequence must be 1-16. The "magic total" (the constant) is found by adding the lowest and highest numbers ($1+16=17$), multiplying the total by the number of rows ($17 \times 4 = 68$), and dividing the result by 2 ($68 \div 2 = 34$). His assistant used this information, and a little bit of logic, to reconstruct the square as shown:

2	8	11	13
9	15	4	6
7	1	14	12
16	10	5	3

Name-Calling

1. M*A*S*H
2. *The Andy Griffith Show*
3. Bewitched
4. Laverne and Shirley
5. Hawaii Five-O
6. WKRP in Cincinnati
7. Fantasy Island
8. Gunsmoke
9. Starsky and Hutch
10. Happy Days
11. The White Shadow
12. The Waltons
13. Welcome Back, Kotter
14. Rhoda
15. Barney Miller
16. Hogan's Heroes
17. Star Trek
18. *The Dick Van Dyke Show*
19. *The Odd Couple*
20. Love That Bob
21. *The Many Loves of Dobie Gillis*
22. Loveboat
23. *77 Sunset Strip*
24. *The Phil Silvers Show*
25. *Car 54, Where Are You?*
26. *Make Room for Daddy*
27. *Mission: Impossible*
28. *Mork and Mindy*
29. *Have Gun, Will Travel*
30. *The Muppets*

July Issue of GAMES
On sale at newsstands
June 9

Cover: The U.S.S. Ark

The artist has suggested 39 famous animal characters:

In the water Jaws (shark fin); *Moby Dick* (whale tail)

Entering the boat Detroit Tiger; Los Angeles Ram; stork (delivering baby); Mother Goose; the Democrats' donkey and the Republicans' elephant; King Kong (large fingers)

Lower deck Camel (cigarette); The Three Bears; Izod-Lacoste alligator; dove of peace; frog prince; Loch Ness monster (partly submerged); Donald Duck; Miss Piggy; the hare and the tortoise; the MGM lion (in porthole, below deck); Puff the Magic Dragon (far right)

Second deck the wolf (with Granny's bonnet) from Little Red Riding Hood; Nipper, the RCA dog; Tony the Tiger; Mickey Mouse (wearing pants); Playboy rabbit (with bowtie); hear-, see-, speak-no-evil monkeys

Third deck Rosinante, Don Quixote's horse; The Raven (on rail); Nixon's dog Checkers; Smokey the Bear

Fourth deck Rudolph the Red-Nosed Reindeer; the NBC peacock

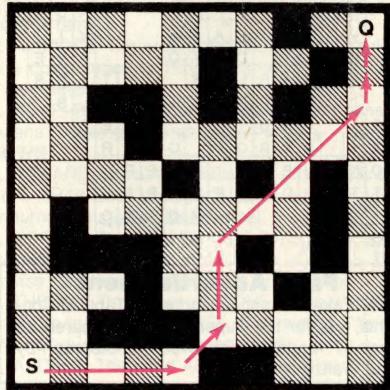
In the lifeboat The Owl and the Pussycat

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete answer than one previously given in the Answer Drawer.

***Tic-Tac-Toe** (April, page 46). Our answer to this pictorial variation of the old 3-in-a-row game was not the only one—if you speak Hebrew. Robin Asaki, of Phoenix, AZ, says the octopus at bottom center has eight tentacles, the center square has the word EIGHT in it, and the Hebrew word for pen (top center) is pronounced "ate."

***A Fistful of Rubles** (Wild Cards, March, page 64). The challenge was to get from the lower left corner of a 10 x 10 chessboard to the upper right corner using a single piece that could move as either a rook, a bishop, a knight, a king, or a pawn. Each type of move cost a different number of rubles, and the most you could spend was 14 rubles, as in our solution. S. Nelson, of Washington, DC, claims that, since a pawn on its original position may advance two squares on its first move, an alternate 14-ruble solution is also valid. The moves, in order: rook, king, pawn(!), bishop, pawn, pawn.



Who can help your doctor cure periphrasis?

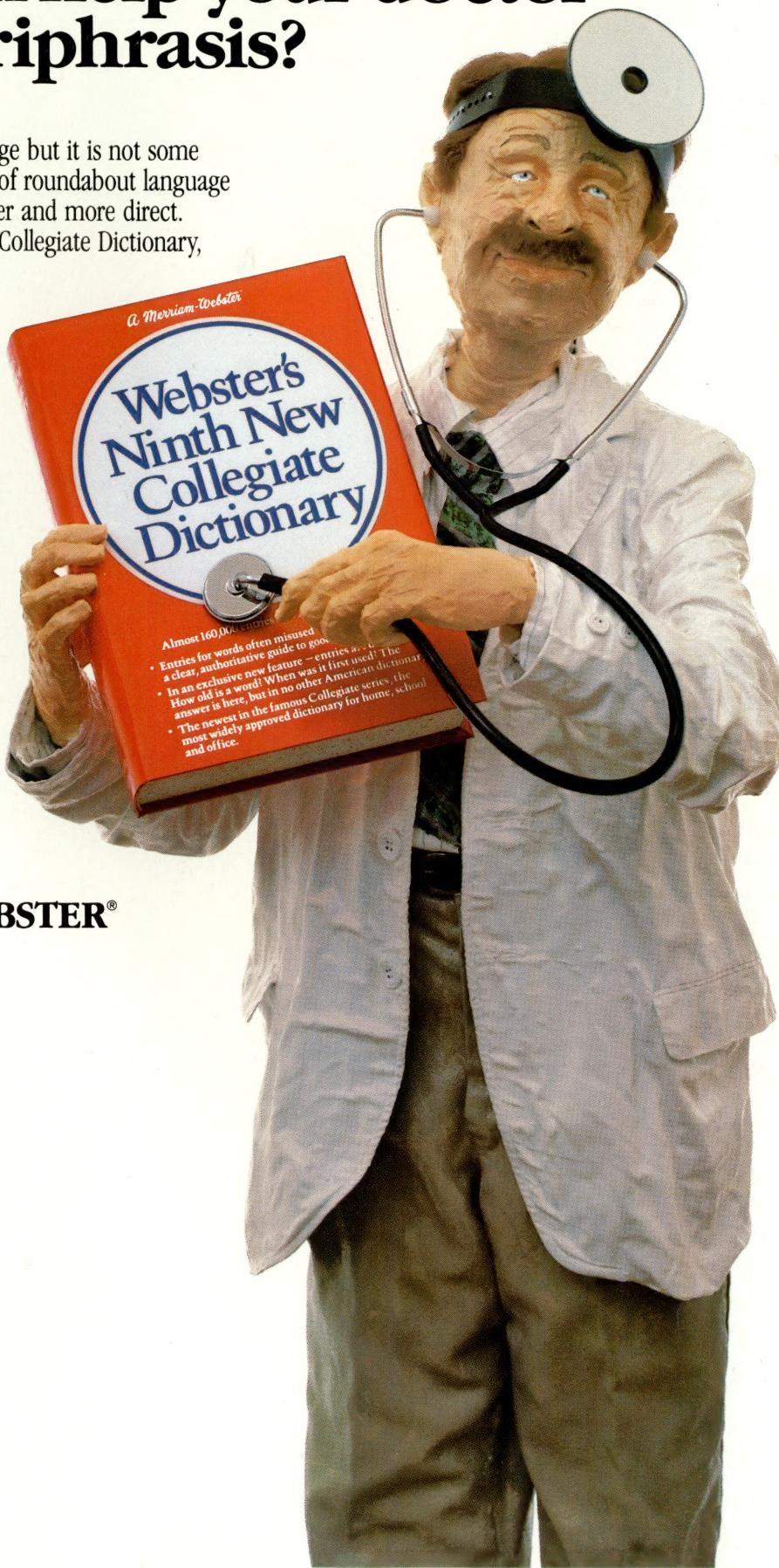
Periphrasis may be a scourge but it is not some dread disease. It is the use of roundabout language instead of something shorter and more direct.

Webster's Ninth New Collegiate Dictionary, just published, can help.

This new edition of America's best-selling dictionary has almost 160,000 entries including thousands of new ones, all defined clearly, concisely, and accurately. And at many of those problem words, you'll find authoritative essays on contemporary usage.

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Take our word for it.

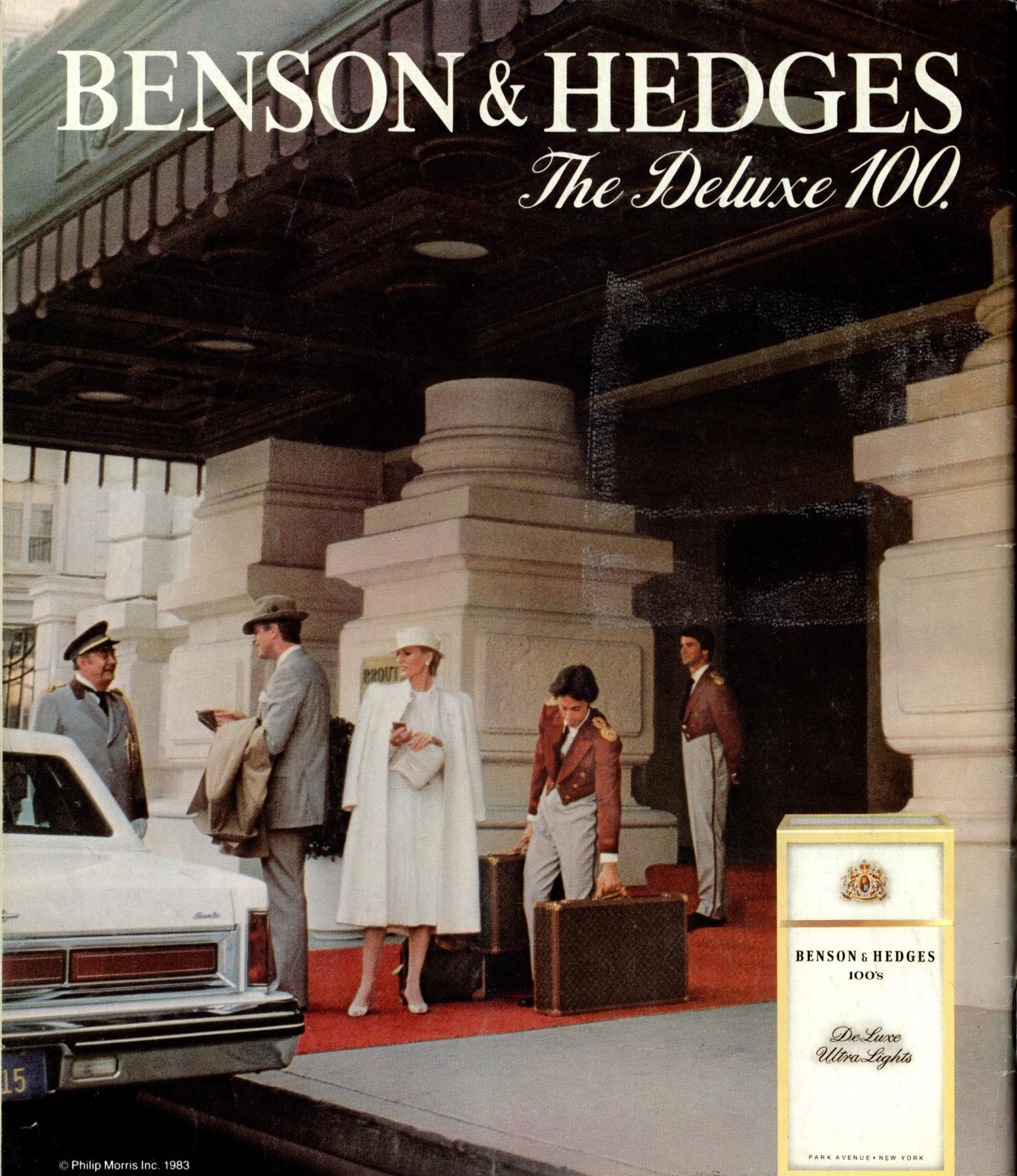


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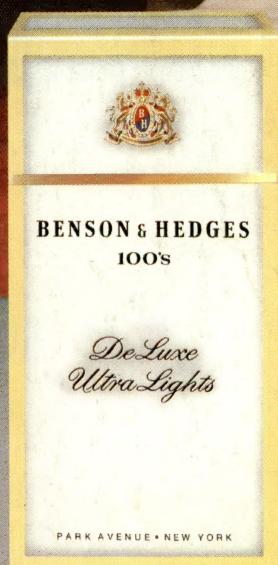
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